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SPALDING'S OFFICIAL BASE BALL GUIDE

Official Base Ball Rules

Adopted by the

National and American Leagues

and the

National Association of Professional
Base Ball Leagues

OFFICIAL PUBLICATION

1922

With Explanatory Notes on the Playing
Rules and Marginal Index

BY JOHN B. FOSTER

Including "Knotty Problems"

In Convenient Detachable Form for Ready
Reference

To remove Rules Section lift up wire stitch on back of Gray cover



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Decisions on Doubtful Points

In the chapter on "Knotty Problems," annually printed in the GUIDE, Mr. Foster has kindly offered to help readers in doubt as to the meaning and intent of the rules by answering individually questions pertaining to the conduct of a game. That his offer has been generally appreciated is apparent from the number of questions sent to him daily during the season from every portion of the United States and Canada and even foreign countries. With a view of helping to a clearer understanding of the meaning of the laws of the game, Mr. Foster has supplemented the rules with explanatory notes based on his long experience.

These Explanatory Notes* (which are printed in smaller type than the text of the official rules) are *not* a part of the official rules as promulgated by the joint committee on rules of the National and American Leagues, but were compiled by Mr. Foster exclusively for SPALDING'S OFFICIAL BASE BALL GUIDE and inserted therein to enable the rules to be more readily compared and understood.

PUBLISHERS SPALDING'S OFFICIAL BASE BALL GUIDE.

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Official Playing Rules Professional Base Ball Clubs

As adopted at the meeting of the Joint Playing Rules Committee of the National League and the American League, held at National League Headquarters, New York City, March 2, 1904. Amended February 14, 1906; February 25, 1907; February 27, 1908; February 17, 1909; January 24, 1910; February 13, 1914; February 13, 1916; February 10, 1920, and February 23, 1921.

These Rules also have been adopted by

THE NATIONAL ASSOCIATION OF PROFESSIONAL BASE BALL LEAGUES.

OFFICIAL PUBLICATION

Official text of the rules printed in large type. Explanatory notes by the Editor in smaller type.

The Ball Ground.

RULE The ball ground must be enclosed.

1 To obviate the necessity for ground rules, the shortest distance from a fence or stand on fair territory to the home base should be 235 feet and from home base to the grand stand 90 feet.

Shortest distance on fair territory to obviate ground rules.
Legal distance home base to backstop.

Enclosure applies to professional leagues.

To Lay Off the Field.

RULE To lay off the lines defining the location of the several bases, the catcher's and the pitcher's position and to establish the boundaries required in playing the game of base ball, proceed as follows :

Diamond or Infield.

From a point, A, within the grounds, project a straight line out into the field, and at a point, B, 154 feet from point A, lay off lines BC and BD at right angles to the line AB; then, with B as a center and 63.63945 feet as a radius, describe arcs cutting the lines BA at F and BC at G, BD at H and BE at I. Draw lines FG, GI, IH, and HF, each 90 feet in length, which said lines shall be the containing lines of the Diamond or Infield.

Surveyors' Measurements.

See diagram on opposite page for above measurements.

RULE 2

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

In laying out a Base Ball field, proceed as follows:

Using a steel
tape.

With a steel tape-measure lay out the base lines and place the home plate and pitcher's box as shown in the diagram on page 2. If it is possible to do so, have the home plate due north and the pitcher's plate due south.

Remove the sod from the base lines between the home plate and first and third bases; also from first base to second base and from second base to third base. The sod may be removed from around the pitcher's plate. Fill in the base lines and the ground around the pitcher's plate if the sod is removed.

Mark lines of batsman's box, on each side of home plate, with whitewash, lime or similar substance. Also foul lines, from home plate to first base and from home plate to third base, continuing out into the field beyond first and third bases.

Measurements.

Distance from home base, 90 feet; from first base to second base, 90 feet; from second base to third base, 90 feet, and from third base to home plate, 90 feet. Total distance around the bases, 360 feet.

Distance from point of home plate to pitcher's slab, 60 feet 6 inches. Distance is measured from point of home plate, where the base lines intersect, and not from the front part of the plate.

Distance across diamond, from home plate to second base, 127 feet $3\frac{3}{8}$ inches; from first base, across diamond, to third base, the same.

Size of batsman's box, 6 feet by 4 feet.

Size of pitcher's plate, 24 inches by 6 inches.

Size of base bags, 15 inches square.

Home plate, 1 foot square, with the corners filled in on the portion facing the pitcher, where it will measure 17 inches across.

To obviate the necessity for ground rules, where space is limited, the official rules specify that the shortest distance from home plate to a fence or stand in fair territory shall be 235 feet and from home plate to grand stand, 90 feet.

A simple method of laying out a ball field with a piece of cord is as follows:

Simple method
for outings and
impromptu
games.

First—Get a piece of rope or cord, with no stretch in it. Second—Measure off the following distances and make a knot at each distance: 60 feet 6 inches—90 feet—127 feet $3\frac{3}{8}$ inches—180 feet. Third—Decide upon the location of home plate (north and south is preferable, to avoid the sun in the fielders' eyes); fasten the rope end to a peg at home and walk out straight to full length of rope; 60 feet 6 inches will be the pitcher's slab; 127 feet $3\frac{3}{8}$ inches will be second base; put in spikes to mark same. Next fasten the knot at 180 feet

RULE 2

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 (Explanatory notes by the editor in smaller type.))

at second; grasp knot at 90 feet and walk out to right of home until the rope is tight at all points; this will be first base; go to the left in same manner and you will have third base. This can be done in less than ten minutes. This method is good for use at picnics, outings or similar events.

OFFICIAL DIMENSIONS OF DIAMONDS FOR BOYS UNDER SIXTEEN YEARS OF AGE.

Distance between bases, 82 feet; home plate to second base, 115 feet 11½ inches; same distance across diamond from first base to third base; home plate to pitcher's plate, 50 feet. See diagram on page 77 for diagram.

The Catcher's Lines.

RULE SECTION 1. With F as a center and
3 10 feet radius, describe an arc cutting line FA at Z and draw lines ZJ and ZK at right angles to FA, and continue each out from FA not less than 10 feet.

See official
 diagram on
 page 2.

SEC. 2. With F as a center and 90 feet radius describe an arc cutting FA at L and draw lines LM and LO at right angles to FA, and continue each out from FL not less than 90 feet, to form the back-stop line.

The Foul Lines.

RULE From the intersection point, F, con-
4 tinue the straight lines GF and HF until they intersect the lines LO and LM, and then from the points G and H in the opposite direction until they reach the boundary lines of the ground, and said lines shall be clearly visible from any part of the diamond, and no wood or other hard substance shall be used in the construction of such lines.

See official
 diagram on
 page 2.

The Players' Lines.

RULE With F as center and 50 feet radius,
5 describe arcs cutting lines FO and FM at P and Q; then, with F as center

See official
 diagram on
 page 2.

RULE 5

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

again and 75 feet radius, describe arcs cutting FG and FH at R and S; then, from the points P, Q, R and S draw lines at right angles to the lines FO, FM, FG and FH, and continue the same until they intersect at the points W and T.

The Coachers' Lines.

See official
diagram on
page 2.

RULE With R and S as centers and 15 feet
6 radius, describe arcs cutting the lines RW and ST at X and Y and from the points X and Y draw lines parallel with the lines FG and FH and continue same out to the boundary lines of the ground.

Coachers'
restriction.

Coachers are obliged to stay within the confines of the coacher's box, which, as will be noted on the diagram (page 2) does not permit them to go nearer than 15 feet to the base lines. Not more than two coachers may be on the field at the same time—one in each coacher's box.

The Three-Foot Line.

See official
diagram on
page 2.

RULE With F as a center and 45 feet
7 radius, describe an arc cutting the line FG at the figure one (1) and from the figure one (1) to the distance of three feet draw a line at right angles to FG, and mark point 2; then from point 2 draw a line parallel with the line FG to a point three feet beyond the point G, marked 3; then from the point 3 draw a line at right angles to line 2, 3, back to and intersecting with FG.

The Batsman's Lines.

See official
diagram on
page 2.

RULE On either side of the line AFB
8 describe a rectangle 6 feet long and 4 feet wide (marked 9 and 10, respectively). The longest side of each rectangle shall be parallel with the line AFB and the rectangles shall be 29 inches apart or $14\frac{1}{2}$ inches on either

RULE 8

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

side of line A F B. The middle of the long side of each rectangle shall be on a line with the middle corners of home base.

See enlarged section on diagram of field (page 2), showing position of home plate and batsman's box.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

Batsman must not step over plate or out of box.

The Pitcher's Plate.**RULE**

SECTION 1. From point F measure along line F E a distance of 60 feet 6 inches to point 4, which marks the front of the pitcher's plate. Draw a line 5, 6, passing through point 4 at right angles to F 4, and extending 12 inches on either side of line F B; then with line 5, 6, as a side, describe a rectangle 24 inches by 6 inches in which shall be placed the pitcher's plate.

See official diagram on page 2.

SEC. 2. The pitcher's plate shall not be more than 15 inches higher than the base lines or the home plate, which shall be level with the surface of the field, and the slope from the pitcher's plate to every base line and the home plate shall be gradual.

Pitcher stands on slight elevation.

Home plate sunk to level of field.

The Bases.**RULE**

SECTION 1. Within the angle F, describe a five-sided figure, two of the sides of which shall coincide with the lines F G and F H to the extent of 12 inches each, thence parallel with the line F B $8\frac{1}{2}$ inches to the points U and V a straight line between which, 17 inches long, will form the front of the home base or plate.

See official diagram on page 2.

SEC. 2. Within the angles at G and H describe squares, whose sides are 15 inches in length, two of the sides of which squares shall

RULE 10

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

lie along the lines F G and G I, I H and H F, which squares shall be the location of the first and third bases, respectively. At point I, the intersection of G I and H I, describe a square 15 inches on each side, the center of which is directly over point I and whose sides are parallel to G I and H I. This shall locate second base.

Home base and
pitcher's plate
must be of
rubber.

RULE 11 The home base at F and the pitcher's plate at 4 must be each of whitened rubber, and so fixed in the ground as to be even with its surface. The size of the pitcher's plate shall be 24 inches by 6 inches.

See enlarged section on diagram of field (page 2), showing position of home plate.

Bases of white
canvas.

RULE 12 The first base at G, the second base at I and the third base at H must each be a white canvas bag 15 inches square filled with soft material and securely fastened in place at the points specified in Rule 10.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

Attach bases
to pegs.

White lines to
designate
playing field.

RULE 13 The lines described in Rules 3, 4, 5, 6, 7, and 8 must be marked with lime, chalk or other white material, easily distinguishable from the ground or grass.

Rules 2 to 13, inclusive, describe mathematically how to lay out a diamond for professional contests. For schoolboys, the joint rules committee of the National and American Leagues recommends a smaller size diamond, measurements for which will be found on page 77. Semi-professional and independent games are played on diamonds of the regulation size. For simple method of laying out a Base Ball field, see page 4.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

The Ball.

RULE SECTION 1. The ball must weigh not Official ball.
14 less than five nor more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference. The Spalding National League Ball or the Reach American League Ball must be used in all games played under these rules.

SEC. 2. The President of the League of which the contesting clubs are members shall specify the number of base balls which the home club must deliver to the umpire prior to the hour set for the commencement of a championship game, and all of such base balls shall be of the regulation make adopted by the said League. If the ball placed in play be batted or thrown out of the grounds or into one of the stands for spectators or in the judgment of the umpire becomes unfit for play from any cause, the umpire shall at once deliver the alternate ball to the pitcher and another legal ball shall be supplied to him, so that he shall at all times have in his control one or more alternate balls. Provided, however, that all balls batted or thrown out of the ground or into a stand shall when returned to the field be given into the custody of the umpire immediately and become alternate balls, and so long as he has in his possession two or more alternate balls he shall not call for a new ball to replace one that has gone Number of balls to be given to umpire.

Returned balls.

The Spalding League Ball has been adopted by the National League for the past forty-five years and is used in all the League contests. It has also been adopted by the majority of other professional leagues and by practically all the colleges.

The Spalding "Official National League Jr." ball (cork center) is made exactly the same as the Official National League cork center ball and in accordance with the specifications approved for junior players by the Joint Rules Committee of the National and American Leagues. Games played by junior clubs with this ball count as legal championship games. See page 77 for diagram of field for junior players.

RULE 14

(Official text of the rules in **large type.**
 Explanatory notes by the editor in **smaller type.**)

out of play. The alternate balls shall become the ball in play in the order in which they were delivered to the umpire.

SEC. 3. * Immediately upon the delivery to him of the alternate ball by the umpire, the pitcher shall take his position and on the call of "Play," by the umpire, it shall become the ball in play. Provided, however, that play shall not be resumed with the alternate ball when a fair batted ball or ball thrown by a fielder goes out of the ground or into a stand for spectators until the base-runners have completed the circuit of the bases unless compelled to stop at second or third base in compliance with a ground rule.

Runs scored
when fair batted
or thrown ball
crosses boundary
fence.

Ground rule
exceptions.

Discolored or Damaged Balls.

Discoloring or
damaging ball.

Umpire
substitutes
new ball.

SEC. 4. In event of the ball being intentionally discolored by any player, either by rubbing it with the soil, or by applying rosin, paraffin, licorice, or any other foreign substance to it, or otherwise intentionally damaging or roughening the same with sand-paper or emery-paper or other substance, the umpire shall forthwith demand the return of that ball, and substitute for it another legal ball, and the offending player shall be debarred from further participation in the game. If, however, the umpire cannot detect the violator of this rule, and the ball is delivered to the bat by the pitcher, then the latter shall be at once removed from the game, and as an additional penalty shall be automatically suspended for a period of ten days.

Home Club to Provide Balls.

Home club
furnishes balls.
Last ball in play
property
winning club.

SEC. 5. In every game the balls played with shall be furnished by the home club (as provided in Sec. 2, Rule 14), and the last in play

RULE 14

(Official text of the rules in large type.
 (Explanatory notes by the editor in smaller type.)

shall become the property of the winning club. Each ball shall be enclosed in a paper box, which must be sealed with the seal of the President of the League and bear his certificate that the ball contained therein is of the required standard in all respects. The seal shall not be broken by the umpire except prior to game time, and for the purpose of inspecting the ball and removing the gloss therefrom.

Umpire to
break seals.

Reserve Balls on Field.

SEC. 6. The home club shall have at least a dozen regulation balls on the field during each championship game, ready for use on the call of the umpire.

Plenty of balls
are needed in
reserve.

The president of the league shall determine the number of base balls which the home club must deliver to the umpire. This is far more to the purpose than the old method by which the home club was presumed to give two base balls of regulation make to the umpire. In reality, the umpire in major league games had at his command all of the base balls which were necessary to continue the game, if the number amounted to three dozen.

As will be noted, Section 4 of this rule is ironclad in its punishment of the discolored or damaged ball. It is direct legislation against the various kinds of freak delivery alleged to have been in existence—the “shine” ball, the “emery” ball, the “licorice” ball, the “spit” ball, the “split cover” ball, and so on. Punishment is meted out to the original offender, whether a fielder or a pitcher, if the umpire is able to determine the offender. The penalty becomes even more rigorous, because the umpire is given power to remove the pitcher from the game, carrying with it an automatic suspension of ten days, if the pitcher delivers the ball to the plate after it has been discolored or intentionally damaged in any way, whether the pitcher is or is not the original offender.

No more “freak”
deliveries.

It is the most drastic rule ever drafted against the use of anything which may be said to be artificial in pitching, and the punishment is so severe that old and young pitchers would better abandon for all time any further effort to pitch in any other manner than that which is considered legitimate. The umpire's authority to remove an offender from the game is

RULE 14

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

arbitrary and the rule, so far as he is concerned, makes it compulsory for him to take action.

Section 5 of Rule 14 is self-explanatory. The umpire breaks the seal of the box containing the base balls prior to the game for the purpose of inspecting the ball and removing the gloss from its surface. A dry, soft cloth is preferable to remove the gloss and it is not necessary that the rival captains be present while it is done.

Regulation base balls for all kinds of games are provided by A. G. Spalding & Bros., who manufacture the official base ball of the National League. It is customary for the home team to provide base balls in amateur games as well as in professional games. The umpire has the custody of the ball when it is not in play, but at the completion of the game the last ball in play goes to the winning team. For players under sixteen years of age the Spalding "Official National League Junior—Cork Center" ball, made same as the "Official National League Cork Center" ball, only slightly smaller in size, should be used. Games played by junior clubs with this ball count as legal championship games. See page 77.

The Bat.

Official size
of bat.

RULE The bat must be round, not over two

15 and three-fourths inches in diameter at the thickest part, nor more than 42 inches in length and entirely of hardwood, except that for a distance of 18 inches from the end, twine may be wound around or a granulated substance applied to the handle.

Handle of bat.

A bat loaded with a metal filling is not legal. In junior games lighter and shorter bats are permissible. A. G. Spalding & Bros.' bats are regulation and legal.

Number of Players in a Game.

Each side
shall have
nine players.

RULE The players of each club, actively engaged in a game at one time, shall be **16** nine in number, one of whom shall act as captain; and in no case shall more or less than nine men be allowed to play on a side in a game.

This rule always is to be observed.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Positions of the Players.

RULE 17 The players of the team not at bat may be stationed at any points of the field on fair ground their captain may elect, regardless of their respective positions, except that the pitcher, while in the act of delivering the ball to the bat must take his position as defined in Rules 9 and 30; and the catcher must be within the lines of his position, as defined in Rule 3, and within 10 feet of home base, whenever the pitcher delivers the ball to the bat; nor shall the catcher leave his natural position immediately and directly back of the plate for the purpose of aiding the pitcher to intentionally give a base on balls to a batsman, as provided by Section 9 of Rule 54.

Captain places players, except pitchers and catcher.

Catcher not to leave position for "intentional" passing of batsman.

Two teams make up each contest, with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter.

Players should note without fail the latter portion of the above rule. The intent of this clause is to hinder the pitcher from giving an intentional base on balls. The catcher may not step deliberately to one side to receive the ball from the pitcher. If the catcher is standing in position and is compelled to reach to one side to prevent a wild pitch, he has not violated the rule as it reads. If the catcher moves out of position prior to the time of the ball leaving the pitcher's hand all base-runners are entitled to advance a base each as if a balk had been made. The rule doesn't say a base on balls cannot be given, but does say the catcher must not leave his position.

Must Not Mingle With Spectators.

RULE 18 Players in uniform shall not be permitted to occupy seats in the stands, or to mingle with the spectators.

No players in uniform permitted in stands or among spectators.

Applies to league games, but worthy of observance always.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Uniforms of Players.

Home and travel
uniforms for
players.

RULE Every club shall adopt two uniforms
19 for its players, one to be worn in games

Only regulation
shoe plates
allowed for
shoes.

at home and the other in games abroad, and the suits of each of the uniforms of a team shall conform in color and style. No player who shall attach anything to the sole or heel of his shoe other than the ordinary base ball shoe plate, or who shall appear in a uniform not conforming to the suits of the other members of his team, shall be permitted to take part in a game.

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other. In professional leagues the home uniform is usually white and the traveling uniform of some dark color.

No exception is to be made regarding attaching a foreign substance to the shoe.

Size and Weight of Gloves.

Catcher's and
first baseman's
glove may be
any size.

RULE The catcher or first baseman may
20 wear a glove or mitt of any size, shape

Other players'
gloves restricted
in size.

or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and measuring not over 14 inches around the palm.

Younger players
can wear
suitable gloves.

These restrictions are meant for professionals. Younger players would find it impossible to use gloves of the size of those used by professionals, and smaller gloves are manufactured for their use. See list in advertising section.

Players' Benches.

Home club
furnishes
players' benches.

RULE SECTION 1. Players' benches must be
21 furnished by the home club and placed

upon a portion of the ground not less than twenty-five (25) feet outside of the players'

RULE 21

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

lines. One such bench shall be for the exclusive use of the visiting team and the other for the exclusive use of the home team. Each bench must be covered with a roof and closed at the back and each end; a space, however, not more than six (6) inches wide may be left under the roof for ventilation. All players and substitutes of the side at bat must be seated on their team's bench, except the batsman, base-runners and such as are legally assigned to coach base-runners. Under no circumstances shall the umpire permit any person except the players and substitutes in uniform and the manager of the team entitled to its exclusive use to be seated on a bench.

Bench for
each team.

Players and
substitutes must
be seated.

No outsiders
on bench.

Penalty for Violation.

SEC. 2. Whenever the umpire observes a violation of the preceding section, he shall immediately order such player or players as have disregarded it to be seated. If the order be not obeyed within one minute the offending player or players shall be fined \$5.00 each by the umpire. If the order be not then obeyed within one minute, the offending player or players shall be debarred from further participation in the game, and shall be obliged to forthwith leave the playing field.

Umpire can
order players
seated.

One minute
of grace.

Must leave field.

All ball grounds should be provided with two players' benches back of the base lines, one on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

Bats near bench.

Penalties provided for in the above rule apply to professionals.

A Regulation Game.

RULE Every championship game must be
22 commenced not later than two hours
before sunset and shall continue until each team

Start play two
hours before
sunset.

RULE 22(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Contest to be
nine innings,
unless—

Side last at bat
has scored more
runs in eight
innings than
opponent in nine.

Winning run
scores in last
half of ninth
inning
before third
hand out.

All runners on
bases score
when home run
is made in final
inning.

Calling game for
darkness, rain,
fire, panic or
other cause.

First game of
double-header
regular game.

Amateur's need
not observe
sunset rule.

Batter finishing
game with home
run hit gets
credit.

has had nine innings, provided, however, that the game shall terminate :

SECTION 1. If the side first at bat scores less runs in nine innings than the other side has scored in eight innings.

SEC. 2. If the side last at bat in the ninth inning scores the winning run before the third man is out. Provided, that if a batsman, in the last half of the final inning of any game, hit a home run over the fence or into a stand, all runners on the bases at the time, as well as the batsman, shall be entitled to score, and in such event all bases must be touched in order, and the final score of the game shall be the total number of runs made.

SEC. 3. If the game be called by the umpire on account of darkness, rain, fire, panic, or for other cause which puts patrons or players in peril.

SEC. 4. Whenever necessity demands that two games be played in one afternoon, the first game shall be the regularly scheduled game for that day.

Rule 22 applies to all games, amateur or professional, unless it is mutually agreed to play less than nine innings. Sections 1, 2 and 3 of this rule apply to all games and are easily understood. Amateurs may begin a game at an hour later than two hours before sunset if they wish, and where the twilight is protracted, as in the Northwest, games are begun later than two hours before sunset.

Section 2 provides a suitable reward that the batsman who hits a home run in the last half of the final inning of a game is to get credit for it no matter what the score may be. It is a change which is only fair to the batsman. Home runs are not frequent and most of them are events of luck. Luck or not, they are something of which every batter is proud, and there is no reason why a batter who has made one should be deprived of credit for it simply because the state of the score does not arbitrarily need it. If the batter makes a home run in the last half of the final inning which is played and there

RULE 22

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are three runners on the bases, all of them score, and the batter, too. That may give the winning team two or more runs than are actually necessary to win the game, but it will not matter. The score is to be the total of all the runs which were made in the final half inning in question. Do not forget, however, that each runner and the batter must touch each base in regular order.

Section 4 provides that the first game of any double-header is the regularly scheduled game. That always has been unofficially understood, but now it is absolutely regulated.

Priority of games in double-header.

Extra-Innings Games.

RULE If the score be a tie at the end of
23 nine (9) innings for each team, play shall be continued until one side has scored more runs than the other in an equal number of innings, provided, that if the side last at bat score the winning run before the third man is out in any inning after the ninth, the game shall terminate.

With score tied in ninth inning game continues.

Winning run can be made by team last at bat in any inning after ninth before three outs.

This rule applies to all contests, amateur or professional. In the last half of the tenth inning, for example, if the winning run is scored with no one out, the game terminates.

Drawn Games.

RULE A drawn game shall be declared by
24 the umpire if the score is equal on the last even inning played when he terminates play in accordance with Rule 22, Section 3, after five or more equal innings have been played by each team. But if the side that went second to bat is at bat when the game is terminated, and has scored the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning. Provided, that if the side last at bat shall, before the completion of its fifth inning, equal the score made by the opposing side in five complete innings, then the game shall be declared as legally drawn

Drawn game equal score last even inning.

If side second at bat is still at bat when game is terminated by umpire, with runs equal, game is drawn.

Legally drawn game if fifth inning, with score tied, is incomplected.

RULE 24(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)Records made in
legally drawn
game now
recognized.

and the individual and team averages shall be incorporated in the Official Playing Records.

Rule is now
consistent.

A game is declared legal when the score is tied in the last half of the fifth inning. Furthermore, the records which are made by the players are to be incorporated into the official records. This definition of a legal game in the last half of the fifth inning is sane and sensible. It bears out the contention which was made in 1919, when the question of the legality of a five-inning game was brought up, that equal innings did not mean three hands out on each side but an equal score. In other words, when the score was tied in the last half of the fifth inning, the team second at bat had been given an equal chance with the team which was first at bat. If the side second at bat had scored two runs in the last half of the fifth inning it would have won. Most assuredly, if it could win in the last half of the fifth inning, it could tie in the last half of the same inning; and if a victory were legal, there seemed to be no reason why a tie should not be legal also, since the team second at bat had removed all possibility of being defeated by scoring an equal number of runs with the team first at bat.

Called Games.Game called after
five innings.

RULE If the umpire calls a game in accordance with Rule 22, Section 3, at any

25 time after five innings have been completed, the score shall be that of the last equal innings played, except that if the side second at bat shall have scored in an unequal number of innings, or before the completion of the unfinished inning, at least one run more than the side first at bat, the score of the game shall be the total number of runs each team has made.

When team
second at
bat scores one
run more in
unequal innings.

No exception to this rule. If the score at the end of the first half of the fifth inning, or any subsequent first half of an inning, is 1 to 0 in favor of the team second at bat, the latter wins.

Forfeited Games.

Forfeited game.

RULE A forfeited game shall be declared
26 by the umpire in favor of the club not in fault, in the following cases:

RULE 26

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

- SECTION 1.** If the team of a club fail to appear upon the field, or being upon the field, refuse to begin a game for which it is scheduled or assigned, within five minutes after the umpire has called "Play" at the hour for the beginning of the game, unless such delay in appearing, or in commencing the game be unavoidable.
- SEC. 2.** If, after the game has begun, one side refuse to continue to play, unless the game has been suspended or terminated by the umpire.
- SEC. 3.** If, after play has been suspended by the umpire, one side fails to resume playing in one minute after the umpire has called "Play."
- SEC. 4.** If a team employ tactics palpably designed to delay the game.
- SEC. 5.** If, after warning by the umpire, any one of the rules of the game be wilfully and persistently violated.
- SEC. 6.** If the order for the removal of a player, as authorized by Rules 14, 21, 58 and 67, be not obeyed within one minute.
- SEC. 7.** If, because of the removal of players from the game by the umpire, or for any cause, there be less than nine players on either team.
- SEC. 8.** If, after the game has been suspended on account of rain, the orders of the umpire are not complied with as required by Rule 29.
- SEC. 9.** If, when two games are scheduled to be played in one afternoon, the second game be not commenced within ten minutes of the time of the completion of the first game. The umpire of the first game shall be the timekeeper.
- SEC. 10.** In case the umpire declare the game forfeited he shall transmit a written report thereof to the President of the League within

Team failing to appear.

Team refusing to play in five minutes, unless unavoidable delay.

One side refusing to continue.

One minute to resume play.

Palpable delay by team.

Persistent rule violation.

Order for removal not obeyed within one minute.

Less than nine players.

Umpire's orders not obeyed.

Second game must begin within ten minutes after completion of first.

Umpire timekeeper.

Umpire reports forfeit to president.

RULE 26(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

Forfeit in effect
if umpire
neglects to notify
president.

twenty-four hours thereafter. However, a failure on the part of the umpire to so notify the President shall not affect the validity of his award of the game by forfeiture.

To punish bad
sportsmanship.

It is true that all the sections of this rule are not observed to the exactness of a second, nor even a minute, but the intention of the rulemakers is to provide a penalty which can be enforced for any violation of unsportsmanlike delay if the umpire feels it within his judgment to act. Section 1 is to provide for wilful absence from the field; Section 2 means exactly what it says, and any umpire should never hesitate to enforce it. An umpire can forfeit a game under Section 3, under Section 4, and under Section 5, but umpires do not always use a stopwatch. There have been times perhaps when it would have been better had they done so. Section 6 is violated frequently in the spirit if not in the letter, yet after one minute has elapsed the umpire has it within his power to act at once. No game can be played with fewer than nine players on a team (section 7). Section 8 is enforceable in amateur games, while sections 9 and 10 apply more to professional games governed by organized leagues.

No Game.

"No game."

RULE

"No game" shall be declared by the
27 umpire if he terminates play in accordance with Rule 22, Sec. 3, before five innings are completed by each team. Provided, however, that if the club second at bat shall have made more runs at the end of its fourth inning, or before the completion of its fifth inning, than the club first at bat has made in five completed innings of a game so terminated, the umpire shall award the game to the club having made the greater number of runs, and it shall count as a legal game in the championship record.

Greater number
of runs win.

This rule provides explicitly that if the team second at bat has more runs at the end of the fourth inning than the team first at bat has made at the end of its completed half of the fifth inning, the team second at bat wins. An added line provides a legal definition of victory if the team second at bat is in the lead and the game is terminated before the fifth inning is completed.

RULE 27

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Rulings relative to drawn games and games that are called because of atmospheric disturbances, fire or panic, will be found under head of "Umpires and Their Duties," on page 58.

Substitutes.

RULE SECTION 1. Each side shall be required to have present on the field during a championship game a sufficient number of substitute players in uniform, conforming to the suits worn by their team-mates, to carry out the provisions of this code which requires that not less than nine players shall occupy the field in any inning of the game.

Substitutes must wear similar uniforms.

SEC. 2. Any such substitute may at any stage of the game take the place of a player whose name is in his team's batting order, but the player whom he succeeds shall not thereafter participate in that game.

Substitutes may go in at any time.

Player out of the game cannot return.

SEC. 3. A base-runner shall not have another player whose name appears in the batting order of his team run for him except by the consent of the captain of the other team.

Captain's consent for base-runner.

SEC. 4. Whenever one player is substituted for another, whether as batsman, base-runner or fielder, the captain of the side making the change must immediately notify the umpire, who in turn must announce the same to the spectators. A fine of \$25.00 shall be assessed by the umpire against the captain for each violation of this rule, and the President of the League shall impose a similar fine against the umpire, who, after having been notified of a change, fails to make proper announcement. Play shall be suspended while announcement is being made. Provided, however, that if, through oversight, such announcement is not made, the substitute player will be considered as in the game as follows: if a pitcher,

Notify umpire immediately of substitution.

Captain fined.

Umpire fined.

Play suspended during announcement.

Plays legal if announcement overlooked.

RULE 28

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

when he takes his place on the rubber; if a batter, when he takes his place in the batsman's box; if a fielder, when he takes the place of the fielder substituted for; if a runner, when the substitute replaces him on the base he is holding, and any play made by such unannounced substitute shall be legal under these rules.

Players may be changed about if they do not leave game.

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

It is possible to substitute a fielder for the pitcher and place the pitcher in the fielder's position, or in some other position, and later return the pitcher to his position if the captain of the team so desires, provided the pitcher remains in the game. If the captain of the team in the field agrees to permit another player to run for the batter, after the latter has reached first base, and agrees to permit the batter to play as a fielder when the team at bat returns to the field, there is no objection.

It is the duty of the captain of each team immediately to announce changes of players to the umpire, and the umpire shall announce them to the opposing team and spectators.

If the substitute takes the proper position assigned to him, any play which he makes is legal, in spite of the fact that the umpire may not have been notified and may not have made announcement of the substitution. Neglect by a captain is not allowed to affect actual field work.

Penalties which are provided in fines apply solely to professional Base Ball.

Choice of Innings—Fitness of Field for Play.

RULE The choice of innings shall be given

29 to the captain of the home club, who shall be the sole judge of the fitness of the ground for beginning a game after a rain; but, after play has been called by the umpire, he alone shall be the judge as to the fitness of the ground for resuming play after the game has been suspended on account of rain, and when time is so called the groundkeeper and sufficient assistants shall be under the control of the umpire for the purpose of putting the ground in

Captain home club has choice of innings.

Before beginning, captain home club judge of fitness of ground after rain.

Umpire judge after game begun.

Groundkeeper under umpire's control.

RULE 29

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

proper shape for play, under penalty of forfeiture of the game by the home team.

It is customary for amateurs, as well as professionals, to give the choice of innings to the home team. Where teams are to play on neutral ground, the toss of a coin can decide.

THE PITCHING RULES.

Delivery of the Ball to the Bat.

RULE SECTION 1. Preliminary to pitching,

30 the pitcher shall take his position facing the batsman with both feet squarely on the ground and in front of the pitcher's plate or on top of the pitcher's plate; and in the act of delivering the ball to the bat he must keep one foot in contact with the pitcher's plate defined in Rule 9. He shall not raise either foot until in the act of delivering the ball to the bat, nor make more than one step in such delivery.

Pitcher faces batsman.

Pitcher's feet squarely on ground.

Pitcher's feet in front of plate or on top.

One foot in contact with pitcher's plate.

Only one step allowed in delivery.

SEC. 2. At no time during the progress of the game shall the pitcher be allowed to (1) apply a foreign substance of any kind to the ball; (2) expectorate either on the ball or his glove; (3) rub the ball on his glove, person or clothing; (4) deface the ball in any manner; or to deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. For violation of any part of this rule the umpire shall at once order the pitcher from the game, and in addition he shall be automatically suspended for a period of ten days, on notice from the President of the League.

No foreign substance.

No expectoration.

Ball may not be rubbed.

Ball may not be defaced.

(NOTE—By concurrent action of the National and American Leagues taken at their respective annual meetings held at New York in December, 1920, it was agreed that all bona-fide spit-ball pitchers then remaining in the National and American Leagues be exempt from the operation of the rule against use of the spit-ball during the balance of their major league careers. The pitchers so exempted are: National League—William Doak, Phil Douglas, Dana Fillingim, Ray Fisher, Marvin Goodwin, Burleigh Grimes, Clarence Mitchell and Richard Rudolph [8]. American League—A. W. Ayers, Ray Caldwell, Stanley Coveleskie, Urban Faber, H. B. Leonard, Jack Quinn, Allan Russell, Urban Shocker and Allan Sothoron [9]).

RULE 30

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Young pitchers should take strict notice of Section 1 of this rule in order that they may not acquire an illegal delivery, which results in balking. It does not make any difference with what part of the plate the pitcher keeps his foot in contact when he delivers the ball, but he must touch it at some point. Caution must also be exercised not to raise either foot until the ball is actually delivered to the batsman. The pitcher must not raise his foot and wheel suddenly and throw to first base, unless he takes one step directly towards first base. The pitcher must not make more than one step in delivery. In other words, he must deliver the ball on the first step forward and not on the second, which he naturally takes to retain his balance.

Section 2 was adopted in 1920. It is the rule which pronounced the doom of the freak pitching deliveries that had crept into Base Ball from time to time. Young pitchers should specially take cognizance of this section. From now on it will be foolish for pitchers to experiment with freak deliveries. They can be of no assistance to their clubs, because they are liable to suspension at any time if the umpire decides that the rule has been violated. A penalty of that severity makes it absurd for a beginner to waste his time on anything except straight Base Ball, which it is desirable to encourage.

A Fairly Delivered Ball.

Fairly delivered
ball.

RULE**31**

A fairly delivered ball is a ball pitched or thrown to the bat by the pitcher while standing in his position and facing the batsman that passes over any portion of the home base, before touching the ground, not lower than the batsman's knee, nor higher than his shoulder. For every such fairly delivered ball the umpire shall call one strike.

When umpire
shall call one
strike.

The last sentence refers, of course, to when the batsman does not attempt to strike at a fairly delivered ball. When the batsman swings at a pitched ball, fairly or unfairly delivered, it is automatically a strike and must be called by the umpire.

An Unfairly Delivered Ball.

When not over
plate.

RULE**32**

An unfairly delivered ball is a ball delivered to the bat by the pitcher while standing in his position and facing the batsman

RULE 32

(Official text of the rules in large type.
 (Explanatory notes by the editor in smaller type.)

that does not pass over any portion of the home base between the batsman's shoulder and knees, or that touches the ground before passing home base, unless struck at by the batsman; or, with the bases unoccupied, any ball delivered by the pitcher while no foot is in contact with the pitcher's plate. For every unfairly delivered ball the umpire shall call one ball.

When over plate, but not between knee and shoulder.

Touching ground before passing home plate.

Pitcher's foot not in contact with plate.

Note particularly that if the ball touches the ground before passing home plate it is a ball, but if the batsman strikes at it a strike should be called. The editor of the GUIDE frequently is asked if a ball so delivered is a strike. Note, too, that if the pitcher delivers the ball without one foot in contact with the pitcher's plate, and with the bases unoccupied, it is a "ball" even if it has the qualifications of a perfect strike.

When umpire shall call one ball.

Delaying the Game.

RULE**33**

SECTION 1. If, after the batsman be standing in his proper position ready to strike at a pitched ball, the ball be thrown by the pitcher to any player other than the catcher when in the catcher's lines and within 10 feet of the home base (except in an attempt to retire a base-runner), each ball so thrown shall be called a ball.

Pitcher delaying by throwing to player other than catcher.

SEC. 2. The umpire shall call a ball on the pitcher each time he delays the game by failing to deliver the ball to the batsman for a longer period than 20 seconds, excepting that at the commencement of each inning, or when a pitcher relieves another, the pitcher may occupy one minute in delivering not to exceed five balls to the catcher or an infielder, during which time play shall be suspended.

Call ball for over twenty seconds' delay.

Pitchers may throw five balls in "warming up."

SEC. 3. In event of the pitcher being taken from his position by either manager or captain, the player substituted for him shall continue to pitch until the batsman then at bat has either been put out or has reached first base.

Pitcher's substitute must continue until batsman is through.

RULE 33

(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

Pitcher must not
delay for rain.

If there is no runner on third base and the pitcher throws the ball, say, to third base, with an evident effort to delay the game, and there is a batsman in position, the umpire should call a ball. This applies to any base other than third if there is no runner on the base to which the ball is thrown. Wilful delay on the part of a pitcher in delivering the ball, especially when storm threatens, should be punished by the umpire as Section 2 provides, though umpires as a rule are none too courageous in calling balls for this offense.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

Note that the substitute pitcher, according to Section 3, must finish with the batter who was at bat when he became pitcher. After that the substitute may be retired as pitcher and another pitcher go in.

Balking.

Balk. **RULE** A balk shall be :

Pitcher's motion
without delivery.

Pitcher pretend-
ing to throw to
first without
completing
throw.

Pitcher must
step toward base
when making
throw.

Either foot back
of plate if not
in contact.

Must face
batsman.

Any motion
pitcher not in
position.

Pitcher must not
delay game.

34

SECTION 1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first base when occupied by a base-runner without completing the throw.

SEC. 2. Throwing the ball by the pitcher to any base to catch the base-runner without stepping directly toward such base in the act of making such throw.

SEC. 3. Any delivery of the ball to the bat by the pitcher while either foot is back of and not in contact with the pitcher's plate.

SEC. 4. Any delivery of the ball to the bat by the pitcher while he is not facing the batsman.

SEC. 5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.

SEC. 6. Holding of the ball by the pitcher so long as, in the opinion of the umpire, to unnecessarily delay the game.

RULE 34

(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

SEC. 7. Making any motion to pitch while standing in his position without having the ball in his possession; or, regardless of whether he makes any motion to pitch or not, if the pitcher takes a legal position on the rubber without the ball in his possession, or if he takes a position off the rubber and feints to deliver the ball to the bat.

Unless pitcher holds ball.

Pitcher must not take position on rubber without ball in his possession.

SEC. 8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery, without immediately delivering the ball to the bat.

Must deliver ball if he makes familiar pitching motion.

SEC. 9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

Catcher must be in position.

SEC. 10. After the pitcher has taken position, with both hands holding the ball in front of him, he cannot take either hand off the ball except in the act of delivering the ball to the batsman or in throwing to bases.

Pitcher must keep hands on ball while in position.

SEC. 11. If the pitcher steps off the rubber, after being in position, for the purpose either of drying his hands or rubbing his eyes, or for other reasons, and it is a legitimate action not understood or interpreted by the umpire to deceive the base-runner, then the umpire shall call "Time."

When pitcher may step from his position.

Umpire calls "Time."

SEC. 12. In case a "balk" is called, the ball shall be considered "dead" when announcement is made, and no play can be made until the runner or runners reach the base or bases to which they are entitled.

Ball dead on balk.

SEC. 13. If, with one or more runners on bases, the pitcher, in the act of delivering the ball to the batsman or in throwing to first base,

If pitcher drops ball.

RULE 34

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

When no
penalty.

drop the ball, either intentionally or accidentally, the umpire shall call it a "balk" and advance runner or runners. No penalty shall be imposed if, with no one on bases, the pitcher drop the ball while delivering it to the batsman.

"Ball" if pitcher
delivers ball
when not on
plate.

If batsman
strikes, it
counts.

SEC. 14. If, with no one on bases, the pitcher deliver the ball while off the rubber, the umpire shall call a "ball" whether it goes over the plate fair or not. If, however, the batsman strikes at such illegally delivered ball it counts either for a strike or whatever play may follow.

If the pitcher shall fail to comply with the requirements of any section of this rule, the umpire shall call a "balk."

Professionals are more inclined to try to balk, or half balk, as it is called, than amateurs. Section 3 emphasizes the fact that neither of the pitcher's feet may be behind the pitching plate when he delivers the ball. One must be in contact with the plate and both in front of it. Section 4 is violated with so much subtlety that it is often hard for even umpires to recognize when the pitcher is facing the batsman. Not only is there a penalty of a called ball against the pitcher if he fails to deliver the ball to the batter within twenty seconds, but if the umpire concludes that he is trying to delay the game he may call a balk, which would score a runner on third base and advance a runner on any other base.

Note Section 7 carefully. If the pitcher takes a legal position on the pitcher's rubber without the ball in his possession or if he feints to deliver the ball to the batter and is not on the rubber and the ball is not in his possession, it is a balk. No pitcher will fool with a possible "hidden ball" trick when there is a runner on third who may score the winning run by a balk being declared.

Sections 10, 11, 12, 13 and 14 of Rule 34 are plain and definite. Section 10 refers to the position of the pitcher's hands on the ball. Section 11 refers to the stepping of the pitcher from the rubber. Section 12 enforces the dead ball penalty when a balk has been called. Section 13 refers to the pitcher dropping the ball. If there are runners on the bases and the pitcher drops the ball in the act of delivering it to the batter

RULE 34

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

it is a balk. Both the National and the American League agree on this interpretation of the balk. They did not always agree. Section 14 refers to the duty of the umpire in calling a ball or strike if the pitcher should deliver the ball while off the rubber, but with no one on the bases.

Dead Ball.

RULE 35 A dead ball is a ball delivered to the bat by the pitcher, not struck at by the batsman, that touches any part of the batsman's person or clothing while he is standing in his position.

Dead ball not struck at touching batsman's person or clothing.

When a pitched ball, at which the batsman has not struck, hits the batsman before the catcher touches it, the umpire must call it a dead ball and no base-runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him. If the umpire is satisfied that the batsman did not try to avoid the ball he must still rule that it is dead if the ball has struck the batsman's clothing or any portion of his body.

Do not confound a dead ball with a ball not in play, although the ball is not in play when dead.

Ball Not in Play.

RULE 36 In case of an illegally batted ball, a balk, foul hit ball not legally caught, dead ball, interference with the fielder or batsman, or a fair hit ball striking a base-runner or umpire before touching a fielder, the ball shall not be considered in play until it be held by the pitcher standing in his position, and the umpire shall have called "Play."

Illegally batted ball not in play.
Foul not caught.
Interference by player.
Fair hit strike runner or umpire.

Note each one of these specifications. An umpire had ruled that a base-runner could advance when another runner had been retired for interference. The first runner should have been held at the base which he occupied until the ball had been thrown to the pitcher and the umpire had given the word to resume play. The ball goes out of play when the interference

RULE 36

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takes place and annuls all that had taken place since the play began. The umpire should announce "Play," as if he were announcing it at the beginning of a game.

Block Balls.

RULE SECTION 1. A block is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game.

SEC. 2. Whenever a block occurs the umpire shall declare it, and base-runners may run the bases without liability to be put out until the ball has been returned to and held by the pitcher in his position.

Umpire must announce.
Runners at liberty.
Ball goes to pitcher.

SEC. 3. If a person not engaged in the game should retain possession of a blocked ball, or throw or kick it beyond the reach of the fielders, the umpire shall call "Time" and require each base-runner to stop at the base last touched by him until the ball be returned to the pitcher in his position and the umpire shall have called "Play."

If spectator holds, kicks or throws ball.
Base-runners hold bases.

Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril, as the pitcher may then throw a runner out wherever he sees a possibility of doing so. When there are ground rules the block ball rule is not always necessary.

Section 3 was placed in this rule because there were spectators at professional games who were sufficiently unsportsmanlike to steal the ball, or kick it away from the fielder of a visiting team, when a game was being played. If there were ground rules for the bases, and no ground rule for the space behind the bat, and the ball should be handled by a spectator behind the bat, the block ball rule would be in force.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

THE BATTING RULES.

The Batsman's Position.

RULE Each player of the side at bat shall become the batsman and must take his position within the batsman's lines (as defined in Rule 8) in the order that his name appears in his team's batting list.

Each player bats.

Batting order.

The batting list of a team may be arranged as its captain desires. It is not necessary that the captain shall be first at bat. Nor is it necessary that there shall be any fixed order, as outfielders, infielders and then the catcher and pitcher. School-boys of a generation ago thought a batting order arranged as so outlined to be orthodox. In some sections it has come to be a practice which is considered one of the essentials of the game, but it is only by heritage, not authority.

The Order of Batting.

RULE SECTION 1. The batting order of each team must be on the score card and must be delivered before the game by its captain to the umpire at the home plate, who shall submit it to the inspection of the captain of the other side. The batting order delivered to the umpire must be followed throughout the game unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player.

Batting order on score card.

Umpire must have batting order.

Substitutes' place in batting order.

SEC. 2. When the umpire announces the pitcher prior to commencement of game, the player announced must pitch until the first batsman has either been put out or has reached first base.

Pitcher announced at commencement of game must serve at least one batter.

If there are no score cards it is always the custom of each captain to give to the other his list of batsmen as they will take their turn at bat.

If the umpire should make a mistake in announcing the pitcher it would not be permissible for him to correct his own blunder.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

The First Batsman in an Inning.

In this instance,
"time at bat"
means term at
bat.

RULE After the first inning the first striker
40 in each inning shall be the batsman
whose name follows that of the last man who
completed his "time at bat" in the preceding
inning.

After the first inning the first batter in each succeeding
inning is the player following the man who completed his full
time at bat in the inning before. "Time at bat" means a full
time at bat. Two strikes, or one, two or three balls, or one
strike and three balls, for example, is not a full "time at bat."
If a batter has but one strike in the first inning and the third
hand be put out while he is at bat, he becomes the first batter
in the following inning, not having completed his full time at
bat in the inning previous. In such case, any balls and strikes
called in the previous inning do not count when he assumes
his time at bat in the next inning.

Players Belong on Bench.

Players of
batting side
must occupy
bench.

Until side is out.

Except to bat,
coach or
substitute.

RULE When a side goes to the bat its players
41 must immediately seat themselves on
the bench assigned to them as defined in Rule
21, and remain there until their side is put out,
except when called to the bat or to act as coach-
ers or substitute base-runners.

Reserved for Umpire, Catcher and Batsman.

Umpire, catcher
and batsman
only, in catcher's
space.

No crossing when
pitcher or catcher
has ball.

RULE No player of the side "at bat," except
42 the batsman, shall occupy any portion
of the space within the catcher's lines as defined
in Rule 3. The triangular space back of the
home base is reserved for exclusive use of the
umpire, catcher and batsman, and the umpire
must prohibit any player of the side "at bat"
from crossing the same at any time while the
ball is in the hands of the pitcher or catcher, or
passing between them while standing in their
positions.

RULE 42

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

Players are cautioned against the habit of infringing upon the space within the catcher's lines and batsmen against leaving the bench before it is their turn to do so. Games expedited by being played with alertness and energy are desirable, but the rules should not be violated for speed. Moreover, too much speed makes it appear at times as if players cared little for the game. This refers more to the professional than to the amateur.

Fielder Has Right of Way.

RULE The players of the side at bat must

Bench must be abandoned.

43 speedily abandon their bench and hasten to another part of the field when by remaining upon or near it they or any of them would interfere with a fielder in an attempt to catch or handle a thrown or a batted ball.

A Fair Hit.

RULE A fair hit is a legally batted ball that

Definition of fair hit.

44 settles on fair ground between home and first base or between home and third base or that is on fair ground when bounding to the outfield past first or third base or that first falls on fair territory beyond first or third base, or that, while on or over fair ground, touches the person of the umpire or a player. A fair fly must be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is on fair or foul ground at the time he touches the ball.

On fair ground beyond first or third.

On fair ground touches umpire or player.

Judging fair fly.

Player catching ball while reaching over line does not determine fair or foul.

Note last phrase, "while on or over fair ground, touches the person of the umpire or a player." This means the ball, not the player. A ball touched by a player standing on fair ground and reaching over into foul territory is a foul.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base, even though it afterwards rolls into foul territory.

RULE 44(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)Rolling into
infield foul
territory.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit if the ball remains outside.

Falling on foul
territory.

Any legally batted ball that falls on foul territory beyond first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A Foul Hit.On foul ground
beyond first or
third.

RULE 45 A foul hit is a legally batted ball that settles on foul territory between home

and first base or home and third base, or that bounds past first or third base on foul territory or that falls on foul territory beyond first or third base, or, while on or over foul ground, touches the person of the umpire or a player. A foul fly must be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is on foul or fair ground at the time he touches the ball.

Touching umpire
or player on
foul ground.Position of ball
determines foul.

Note again the last phrase, "while on or over foul ground, touches the person of the umpire or a player." This does not mean that a ball is fair if it is over foul ground and the player is on fair ground. Many disputes arise over this point.

A Foul Tip.A slightly
deflected ball
going into
catcher's hands.

RULE 46 A foul tip is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct from the bat to the catcher's hands and is legally caught.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A Bunt Hit.

RULE 47 A bunt hit is a legally batted ball, not swung at, but met with the bat and tapped slowly within the infield by the batsman.

RULE 47

(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

If the attempt to bunt result in a foul not legally caught, a strike shall be called by the umpire.

A foul bunt hit is a strike.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike. So proficient have batters become that tapping the ball has been literally changed to pushing the ball by some. Speed, a quick start, and the ball lacking force as it rolls, are factors that combine for success.

Any bunt rolling foul is a strike. If the ball twists, rolls or bounds outside the foul line and the baseman traps it at once, the batsman is charged with the first, second or third strike, as the case may be. The moment that a fielder touches a bunted ball on foul ground it becomes a foul. If the ball merely grazes the tip of his finger it becomes foul.

Unlike regular batting, when bunt rolls foul on third strike, batter is out.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike. It is not just a plain foul, as some appear to think, but a bona fide strike, and must be ruled upon and treated as such.

Balls Batted Outside the Ground.

RULE SECTION 1. When a batted ball passes

Fair or foul.

48 outside the ground or into a stand the umpire shall decide it fair or foul according to where it disappears from the umpire's view.

SEC. 2. A fair batted ball that goes over the fence or into a stand shall entitle the batsman to a home run unless it should pass out of the ground or into a stand at a less distance than two hundred and thirty-five (235) feet from the home base, in which case the batsman shall be entitled to two bases only. In either event the batsman must touch the bases in regular order. The point at which a fence or stand is less than 235 feet from the home base shall be plainly indicated by a white or black sign or mark for the umpire's guidance.

Home run if stand is 235 feet or more away.

Two bases, if less.

Bases must be touched in regular order.

Mark to denote where distance is less than 235 feet.

If there were a ground rule that a home run could be batted into a stand or over a fence at a distance less than 235 feet

RULE 48

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from the home plate it would be observed, but such "home runs" are about like a squib as compared with a cannon cracker. These ground rules are sometimes put into effect in smaller cities, where they desire to encourage the increase of home runs.

Note that the batsman must circle the bases in order, even if a home run is automatically such a run. If a ball game is being played upon an improvised field, or upon a field that is limited in area and the 235-foot rule for a home run is in effect, every effort should be made to designate the exact spot at which the 235-foot limit is located; a marking flag will do if nothing better is available. The staff of the flag, of course, must be fixed exactly on the line extending from home plate to the field limit.

Note that the batsman must circle the bases in order, even if a home run is automatically such a run.

Strikes.

A strike is :

Batsman
misses.

**RULE
49**

SECTION 1. A pitched ball struck at by the batsman without its touching his bat.

Legally
delivered ball
not struck at.

SEC. 2. A fair ball legally delivered by the pitcher at which the batsman does not strike.

Foul fly not
caught, unless
two strikes.

SEC. 3. A foul hit ball not caught on the fly unless the batsman has two strikes.

Foul bunt not
caught.

SEC. 4. An attempt to bunt which results in a foul not legally caught.

Pitched ball,
batsman swings,
hits batsman.

SEC. 5. A pitched ball, at which the batsman strikes but misses and which touches any part of his person.

Catcher holds
foul tip.

SEC. 6. A foul tip, held by the catcher, while standing within the lines of his position.

When the batsman strikes at a pitched ball and misses it, a strike is called.

When the batsman fails to strike at a pitched ball which passes over the plate at the legal height, between knees and shoulder, a strike is called.

A foul tip caught by the catcher is a strike.

RULE 49

(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is an illegally batted ball, in former days called a foul strike, and the batsman is out.

An Illegally Batted Ball.

RULE An illegally batted ball is a ball batted
50 by the batsman when either or both of his feet are upon the ground outside of the lines of the batsman's position.

One or both feet outside batsman's position.

Frequently illegally batted balls escape the attention of the umpire, although it is not all his fault. The batter in recent years tends to keep in motion while at bat and often does not set himself with a foot brace, depending upon a free swing to meet the ball. The penalty for an illegally batted ball is "out"—Section 4, Rule 51.

When Batsman is Out.

RULE The Batsman is Out:

51 **SECTION 1.** If he fail to take his position at the bat in the order in which his name appears on the batting list unless the error be discovered and the proper batsman replace him before he becomes a base-runner, in which case, the balls and strikes called must be counted in the "time at bat" of the proper batsman. But only the proper batsman shall be declared out, and no runs shall be scored or bases run because of any act of the improper batsman. Provided, this rule shall not be enforced unless the out be declared before the ball be delivered to the succeeding batsman. Should the batsman declared out under this section be the third hand out and his side be thereby put out, the proper batsman in the next inning shall be the player who would have come

Fails to take proper turn at bat.

Error discovered before becoming base-runner.

Balls and strikes counted.

Only proper batsman out.

No runs scored.

Out must be declared before succeeding batsman.

RULE 51

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Proper batsman
next inning.

to bat had the players been put out by ordinary play in the preceding inning.

One minute for
batsman to take
position.

SEC. 2. If he fail to take his position within one minute after the umpire has called for the batsman.

When foul is out.

SEC. 3. If he make a foul hit other than a foul tip as defined in Rule 46, and the ball be momentarily held by a fielder before touching the ground; provided, it be not caught in a fielder's cap, protector, pocket or other part of his uniform, or strike some object other than a fielder before being caught.

Out for illegal
batting.

SEC. 4. If he bat the ball illegally, as defined in Rule 50.

Out for hindering
catcher.

SEC. 5. If he attempt to hinder the catcher from fielding or throwing the ball by stepping outside the lines of the batsman's position, or in any way obstructing or interfering with that player; except that the batsman shall not be out under this section if the base-runner be declared out according to Section 15 of Rule 56.

Not out if
base-runner
declared out.

Dropped third
strike out, with
runner on first,
unless two out.

SEC. 6. If, while first base be occupied by a base-runner, the third strike be called on him by the umpire, unless two men are already out.

Out if ball touch
batsman
attempting
third strike.

SEC. 7. If, while attempting a third strike, the ball touch any part of the batsman's person, in which case base-runners occupying bases shall not advance as prescribed in Rule 55, Section 5.

Base-runners
hold bases.

SEC. 8. If, before two hands are out, while first and second or first, second and third bases are occupied, he hit a fair fly ball, other than a line drive, that can be handled by an infielder. In such case the umpire shall, as soon as the ball be hit, declare it an infield or outfield hit; but the runners may be on their bases or ad-

RULE 51

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vance at the risk of the ball being caught, the same as on any other fly ball. Provided, that, with first and second bases occupied, or first, second and third bases occupied, with less than two out, any attempt to bunt which results in a fair fly ball shall not be regarded as an infield fly.

Umpire must declare infield or outfield hit.

Bunt not infield fly.

SEC. 9. If the third strike be called in accordance with Sections 4 or 5 of Rule 49.

Third strike out.

SEC. 10. If he steps from one batsman's box to the other while the pitcher is in his position ready to pitch.

Batsman stepping from one box to another.

Section 1 is very important and very often incorrectly ruled upon. If the wrong batter has two strikes and three balls called against him and it is discovered that he is the wrong batter, the right batter must take his place at once, with the right to have but one ball pitched to him. If the wrong batsman makes a home run with the bases filled and the mistake is ascertained before the ball has been delivered by the pitcher to the succeeding batter, the home run does not count, nor do the other runs score. The batter who missed his turn is out, of course, and his successor, who may have just made a home run, as noted, goes to bat again, this time as the rightful batter. If, however, no one observes the mistake until after the pitcher has delivered the ball to the succeeding batter, the game proceeds and the runs do count.

Section 2 is not enforced to the limit. As a matter of fact there is little reason to enforce it. Most players are too anxious to bat. Its purpose is to give the umpire authority to act if the game is purposely delayed.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, provided the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and provided the ball does not strike some object other than a fielder before being caught. The batter is never out if a foul tip is caught in the catcher's chest protector.

Foul caught in chest protector not out.

If a fielder stands on fair territory and reaches over into foul territory to attempt to catch a fly and deflects the ball into fair ground, his position does not make the hit a fair ball. The reverse also holds true in regard to a player standing on foul ground and reaching after a fair batted ball.

Fielder's position does not make hit fair or foul.

RULE 51

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Two penalties
for batter's
interference.

Section 5 provides two ways of punishment if there is interference on the part of the batter. The second penalty only applies when there is a runner on third base, the object being to inflict the greater penalty under the circumstances, otherwise a batsman might "sacrifice" a runner home by interference.

First-base
runner not
forced when
catcher drops
third strike,
with less than
two out.

Note Section 6. If the umpire calls a third strike with first base occupied and there are not two hands out, the batter is out whether the catcher holds the third strike or not. An important game was once lost in the National League because the runner on first base did not know this rule. He thought that he was forced when the third strike was called against the batter and the catcher dropped the ball. He did not need to leave first and was an easy out when he tried to reach second. This rule was adopted to prevent the catcher from dropping the ball purposely, ensuring a positive double play.

When the third strike hits the batter, the ball is dead and base-runners are not permitted to advance.

Explaining the
bothersome
infield fly.

Section 8 applies to the infield fly. Note, first of all, that it must be a "fair" fly. Then note that runners may be off their bases or advance at the risk of the fly being caught, same as on any fly ball hit. Also note that under the provisions of this section an attempt to bunt which results in a fair fly ball is not to be considered as an infield fly. If the umpire thinks an infield fly has been batted he usually shouts at the top of his voice, "Batter out," or "Infield fly." Much confusion arises over the impression that the infield fly is operative with a runner on first only, or runners on first and third bases. It is not. The rule is made to prevent a player from trapping the ball and starting a double play. With a runner on first only and a batter advancing on an infield fly, while there is a certainty that one player will be put out under usual circumstances, with a runner of any ordinary speed there is practically no chance of two hands being put out.

To prevent
double play,
object of infield
fly rule.

Section 9 is self-explanatory. The batsman is out on a bunt that rolls foul if the attempted bunt is made on the third strike. The batsman is out if, when it is the third strike, the batsman strikes at the ball and misses it, but is hit by the ball.

Third strike
bunt is out.
Batsman swings,
ball hits him.

Batsman may
not change
position when
pitcher ready.

Section 10 distinctly says, "while the pitcher is in his position ready to pitch." The batter may change from one box to the other when the pitcher is not in his position, the object of the ruling being to prevent the batter from disconcerting the pitcher and perhaps causing him to balk.

(Official text of the rules in large type.
 (Explanatory notes by the editor in smaller type.)

BASE RUNNING RULES.

Legal Order of Bases.

RULE 52 SECTION 1. The Base-Runner must touch each base in legal order, viz., First, Second, Third and Home Bases; and when obliged to return while the ball is in play, must retouch the base or bases in reverse order. He can only acquire the right to a base by touching it, before having been put out, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding base-runner. However, no base-runner shall score a run to count in the game ahead of the base-runner preceding him in the batting order, if there be such preceding base-runner who has not been put out in that inning.

Touch bases legal order.

Ball in play re-
touch bases legal order.

Touching base establishes right.

Legally touching next base or legally forced.

Base-runner can not score ahead of runner preceding him.

SEC. 2. A base-runner having acquired legal title to a base cannot run bases in reverse order for the purpose either of confusing the fielders or making a travesty of the game. A runner violating this rule is out if touched with the ball, or the ball held on the base said runner was entitled to hold.

Bases not to be run in reverse order.

SEC. 3. In case a runner is being run down between bases, and the following runner occupies the same base the first runner has left, the second man cannot be put out while holding said base. If the first runner, however, returns safely to the base he left, and both runners are then occupying the same base, the second runner is the man out, if touched with the ball.

When two runners on same base.

SEC. 4. The failure of a preceding runner to touch a base (and who is declared out therefor) shall not affect the status of a succeeding runner who touches each base in proper order.

Effect of failure of runner to touch base.

RULE 52

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run. This applies to a fair hit over a fence.

Sections 2, 3 and 4 of Rule 52 define base-running very clearly. Section 2 is to prevent a runner from reversing the bases, either for the purpose of confusing the fielders or to make the game look absurd. If a runner has left first base and has legally touched second base and has a legal claim to second base, he may not deliberately run the reverse way back to first base and expect to escape the penalty of being put out. If he violates the rule as it now reads he is out if he is touched with the ball or the ball is held on the base that the runner was entitled to hold.

Section 3 makes it clear which runner is entitled to a base without being declared out when two runners occupy the same base. This question arises hundreds of times throughout the playing season and is the basis of numerous questions asked of the editor of the GUIDE annually.

Section 4 eliminates all argument that because a preceding runner failed to touch a base and is put out, the runner who follows is also out.

When the Batsman Becomes a Base-Runner.

RULE The batsman becomes a base-runner:

53

SECTION 1. Instantly after he makes a fair hit.

After fair hit.

After four balls.

SEC. 2. Instantly after "Four Balls" have been called by the umpire.

After three strikes.

SEC. 3. Instantly after "Three Strikes" have been declared by the umpire.

Hit by pitched ball.

SEC. 4. If, without making any attempt to strike at the ball, his person or clothing be hit by a pitched ball unless, in the opinion of the umpire, he plainly makes no effort to get out of the way of the pitched ball.

Catcher's interference.

SEC. 5. If the catcher interfere with him in or prevent him from striking at a pitched ball.

Fair hit touch umpire or runner on fair ground.

SEC. 6. If a fair hit ball strike the person or clothing of the umpire or a base-runner on fair ground.

RULE 53

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

The batsman should start to first base instantly after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

Batsman should start instantly.

That part of section 4 beginning "unless in the opinion, etc.," means that if the pitcher tosses a slow ball and the batter deliberately permits the ball to hit him, it must be called a ball.

Must avoid slow ball.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if before touching a fielder a fair hit ball touches either the person or clothing of an umpire or a base-runner who is on fair ground.

Entitled to Bases.

RULE 54 The base-runner shall be entitled, without liability to be put out, to advance a base in the following cases:

SECTION 1. If, while the batsman, he becomes a base-runner by reason of "four balls," or for being hit by a pitched ball, or for being interfered with by the catcher in striking at a pitched ball, or if a fair hit ball strike the person or clothing of the umpire or a base-runner on fair ground before touching a fielder. Provided that if a fair hit ball strike the umpire after having passed a fielder, or having been touched by a fielder, the ball shall be considered in play. Also, if a fair hit ball strike the umpire on foul ground, the ball shall be in play.

Four balls.

Hit by pitched ball.

Catcher's interference.

Fair hit touch umpire on foul ground.

If the ball strike the umpire on fair ground after having passed a fielder, or having been touched by a fielder, the base-runner may continue to advance and the ball is in play as if an error had been made and the runner takes the usual risk of advancing on a misplay. If a fair hit ball strike the umpire while the latter is on foul ground the ball is in play, the position of the umpire having no effect on the ball.

On fair ground.

SEC. 2. If the umpire awards to a succeeding batsman a base on four balls, or for being hit by a pitched ball, or being interfered with by the catcher in striking at a pitched ball and the

When batsman receives base on balls, is hit by pitched ball or catcher interferes.

RULE 54(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

base-runner be thereby forced to vacate the base held by him.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Batter doesn't
run on balk.

SEC. 3. If the umpire call a "Balk."

Every base-runner advances one base when the umpire calls a balk. The batter does not have the right to go to first base on a balk because a balk does not qualify him as a base-runner.

Backstop 90 feet.

SEC. 4. If a ball delivered by the pitcher pass the catcher and touch any fence or building within ninety (90) feet of the home base.

Note that the regulation distance to the backstop is ninety feet. Within ninety feet the runner gets a base by ground rule and playing rule. There are backstops in major league grounds that are within 90 feet of home plate, the short distance being made necessary by limitation of ground area. This is not illegal, but it makes a permanent ground rule which must always be explained to umpires.

If fielder
obstructs.

SEC. 5. If he be prevented from making a base by the obstruction of a fielder, unless the latter have the ball in his hand ready to touch the base-runner.

If fielder
throws glove or
any part of
uniform at
thrown or batted
ball.

SEC. 6. If the fielder stop or catch a batted ball or a thrown ball with his cap, glove or any part of his uniform, while detached from its proper place on his person, the runner or runners shall be entitled to three bases if a batted ball or to two bases if a thrown ball.

All base-runners may advance three bases whenever a fielder stops or catches a batted ball with his hat, cap, glove, or any part of his uniform detached from its proper place on his person. If a thrown ball, base-runners may advance two bases.

Section 5 means that a runner must be given a clear path unless the fielder has the ball waiting for him.

RULE 54

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

SEC. 7. If a thrown or pitched ball strike the person or clothing of an umpire the ball shall be considered in play and the base-runner or runners shall be entitled to all the bases they can make.

If thrown or pitched ball strikes umpire.

Note carefully that on a thrown or pitched ball which strikes the umpire, runners make all the bases they can.

SEC. 8. If a thrown ball strike a coacher on foul ground the ball shall be considered in play. Provided, that if in the opinion of the umpire the coacher intentionally interfere with such thrown ball, the runner or runners must return to the last bases touched, and the coacher penalized by removal from the playing field.

Thrown ball strikes coacher.

At first sight it might seem to make it worth while to interfere on the part of the coacher because the ball is in play, but when the penalty is noted it will be a very foolish coacher who will not try his best to get out of the way of thrown balls.

SEC. 9.—THE INTENTIONAL PASS. It shall be illegal for the catcher to leave his natural position immediately and directly back of the plate for the purpose of aiding the pitcher to intentionally give a base on balls to a batsman. If the catcher shall move out of position prior to the time of the ball leaving the pitcher's hand, all runners on bases shall be entitled to advance one base.

Catcher may not aid intentional pass.

This is the rule which attempts to put an end to the intentional pass. Note distinctly that if the catcher moves out of his position prior to the time that the ball leaves the pitcher's hands, all runners on bases are entitled to advance one base each. The rule does not say that an intentional base on balls may not be given to the pitcher. In many amateur games it seems to be the impression that a base on balls cannot be given intentionally and disputes arise. The rule says the catcher must not leave his position to assist a base on balls.

(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

Returning to Bases.

When base-
runner must
return to base,
not out.

Foul not caught.

RULE The base-runner shall return to his
55 base without liability to be put out:

SECTION 1. If the umpire declares any foul
not legally caught.

Illegally
batted ball.

SEC. 2. If the umpire declares an illegally
batted ball.

Dead ball.

SEC. 3. If the umpire declares a dead ball,
unless it be also the fourth unfair ball, and he
be thereby forced to take the next base, as
provided in Rule 54, Section 2.

If fourth ball it
constitutes force.

Catcher
interfered with
by umpire.

SEC. 4. If the person or clothing of the um-
pire, while stationed back of the bat, interfere
with the catcher in an attempt to throw.

Pitched ball
touching
batsman.

SEC. 5. If a pitched ball at which the bats-
man strikes but misses, touch any part of the
batsman's person.

Umpire struck
by fair hit ball.

SEC. 6. If the umpire be struck by a fair hit
ball before touching a fielder; in which case no
base shall be run unless necessitated by the bats-
man becoming a base-runner, and no run shall
be scored unless all the bases are occupied.

Interference of
batsman, base-
runner, or
coacher.

SEC. 7. If the umpire declare the batsman
or another base-runner out for interference.

SEC. 8. If the coacher intentionally inter-
fere with a thrown ball, as described in Section
8, Rule 54.

Not necessary
to touch
intervening bases.

SEC. 9. In any and all of these cases the base-
runner is not required to touch the intervening
bases in returning to the base he is legally en-
titled to.

Foul caught on
fly, runner may
be doubled up at
original base.

The runner is obliged to go back to the base which he
originally held when the ball was batted foul if the ball is not
caught. The runner cannot be put out while returning. If a
foul is caught on the fly, however, the runner is liable to be
"doubled up" if he cannot get back before the caught ball is
thrown to the base which he has just left. In the case of an

RULE 55

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illegally batted ball, the runner must return to the base from which he has advanced, although that rule has been known to have been overlooked in a major league game where, after the batter had been called out for illegally batting, the runners were not sent back to bases, as they should have been, exactly as in the case of a foul hit. Illegally batted ball.

If the umpire gets in the way of the catcher by accident, the runner cannot have the benefit of the mishap to the catcher, but must go back to his original base.

Note in Section 6 that the fair hit must strike the umpire before the ball touches the person of a fielder. There is an explicit provision in this section about running bases and about the scoring of a run.

Note again in Section 7, which emphasizes the fact that if the runner be declared out "for interference," the runners ahead shall return to base.

In returning to base under the foregoing circumstances, runners may go across the diamond to get back to the original base; in other words, they are not compelled to retrace their steps from third to second, to first, or in any other way, as the case may be, directly along the base paths. There is no playing demand for such a proceeding, and time is saved.

When Base-Runners are Out.

RULE The base-runner is out:

56 SECTION 1. If, after three strikes have been declared against him while the batsman, the third strike ball be not legally caught and he plainly attempts to hinder the catcher from fielding the ball. Runner hindering catcher.

SEC. 2. If, having made a fair hit while batsman, such fair hit ball be momentarily held by a fielder before touching the ground or any object other than a fielder; provided, it be not caught in a fielder's hat, cap, protector, pocket or other part of his uniform. Caught fly.
Ball must not be caught in any part of uniform.

SEC. 3. If, when the umpire has declared "Three Strikes" on him while the batsman, the third strike ball be momentarily held by a fielder before touching the ground; provided, it be not caught in a fielder's cap, protector, pocket or Three strikes.

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Explanatory notes by the editor in smaller type.)

Touch some
foreign object. other part of his uniform, or touch some object
other than a fielder before being caught.

Touched before
reaching first
base. SEC. 4. If, after three strikes or a fair hit, he
be touched with the ball in the hand of a fielder
before he shall have touched first base.

Fielder touches
first base
before runner. SEC. 5. If, after three strikes or a fair hit,
the ball be securely held by a fielder while
touching first base with any part of his person
before such base-runner touch first base.

Running outside
of 3-foot line
to first base. SEC. 6. If, in running the last half of the dis-
tance from home base to first base, while the
ball is being fielded to first base, he run outside
the three-foot lines, as defined in Rule 7, unless
he do so to avoid a fielder attempting to field a
batted ball.

Running outside
of 3-foot line
to avoid being
touched. SEC. 7. If, in running from first to second
base, from second to third base, or from third to
home base, he run more than three feet from a
direct line between a base and the next one in
regular or reverse order to avoid being touched
by a ball in the hands of a fielder. But in case
a fielder be occupying a base-runner's proper
path in attempting to field a batted ball, then
the base-runner shall run out of direct line to
the next base and behind said fielder and shall
not be declared out for so doing.

Obstructing
fielder. SEC. 8. If he fail to avoid a fielder attempting
to field a batted ball, in the manner described in
Sections 6 and 7 of this rule, or in any way
obstruct a fielder in attempting to field a
batted ball, or intentionally interfere with a
thrown ball; provided, that if two or more
fielders attempt to field a batted ball, and the
base-runner come in contact with one or more
of them, the umpire shall determine which
fielder is entitled to the benefit of this rule, and
shall not decide the base-runner out for coming

Umpire shall
determine.

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in contact with a fielder other than the one the umpire determines to be entitled to field such batted ball. If a fair hit ball goes through an infielder, and hits a runner immediately back of him, the umpire must not declare the runner out for being hit by a batted ball. In making such decision the umpire must be convinced that the ball passed through the infield and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a hit ball, on which the infielder has missed a play, then the runner must be called out for interference.

Fair hit
through fielder.

SEC. 9. If at any time while the ball is in play, he be touched by the ball in the hands of a fielder, unless some part of his person be touching the base he is entitled to occupy; provided, however, that the ball be held by the fielder after touching him, unless the base-runner deliberately knock it out of his hand. The ball must be firmly held by the fielder after touching the runner. The ball cannot be juggled, even though the fielder may retain possession of the ball and prevent same from dropping to the ground.

Base-runner
touched when
not on base.

Fielder must
hold ball.

Must not
"juggle" ball.

SEC. 10. If, when a fair or foul hit ball (other than a foul tip as defined in Rule 46) be legally caught by a fielder, such ball be legally held by a fielder on the base occupied by the base-runner when such ball was batted, or the base-runner be touched with the ball in the hands of a fielder, before he retouch such base after such fair or foul hit ball was so caught; provided, that the base-runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by

Base-runner
out if unable to
get back to base
after fair fly or
foul fly caught.

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Not out if
pitcher delivers
ball before out
is claimed.

When base-
runner is safe
if base is
detached.

When base-
runner may
advance on fly
ball caught.

the pitcher before the fielder hold it on said base, or touch the base-runner out with it; but if the base-runner, in attempting to reach a base, detach it from its fastening before being touched or forced out, he shall be declared safe. A base-runner who holds his base on a fly ball shall have the right to advance the moment such fly ball touches the hands of a fielder.

Forced by
succeeding
batsman.

SEC. 11. If, when the batsman becomes a base-runner, the first base, or the first and second bases, or the first, second and third bases be occupied, any base-runner so occupying a base shall cease to be entitled to hold it, and may be put out at the next base in the same manner as in running to first base, or by being touched with the ball in the hands of a fielder at any time before any base-runner following him in the batting order be put out, unless the umpire should decide the hit of the batsman to be an infield fly according to Section 8 of Rule 51.

No force on
infield fly.

Base-runner
out if hit by
batted ball not
touched by
fielder.

No base run.

SEC. 12. If a fair hit ball strike him before touching a fielder, and, in such case, no base shall be run unless necessitated by the batsman becoming a base-runner, but no run shall be scored or any other base-runner put out until the umpire puts the ball back into play.

No run scored.

Umpire puts
ball in play.

Cutting bases,
in regular or
reverse order.

SEC. 13. If, when advancing bases, or forced to return to a base, while the ball is in play, he fail to touch the intervening base or bases, if any, in the regular or reverse order, as the case may be, he may be put out by the ball being held by a fielder on any base he failed to touch, or by being touched by the ball in the hands of a fielder in the same manner as in running to first base; provided, that the base-runner shall not be out in such case if the ball be delivered

Not out if
pitcher delivers
ball before out
is claimed.

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to the bat by the pitcher before the fielder hold it on said base or touch the base-runner with it.

SEC. 14. If, when the umpire call "Play," after the suspension of a game, he fail to return to and touch the base he occupied when "Time" was called before touching the next base; provided, the base-runner shall not be out, in such case, if the ball be delivered to the bat by the pitcher, before the fielder hold it on said base or touch the base-runner with it.

Failure to retouch base when "Time" was called.

SEC. 15. If with one or no one out and a base-runner on third base, the batsman interferes with a play being made at home plate.

Runner on third; batsman interferes at home plate.

SEC. 16. If he pass a preceding base-runner before such runner has been legally put out he shall be declared out immediately.

Passing preceding runner.

SEC. 17. If, in the judgment of the umpire, the coacher at third base by touching or holding the runner physically assists him in returning to or leaving third base. The runner, however, should not be declared out if no play is being made.

Base-runner touched by coacher.

SEC. 18. The base-runner in running to first base may overrun said base after touching it in passing without incurring liability to be out for being off said base, provided he return at once and retouch the base, after which he may be put out as at any other base. If, after overrunning first base, he attempts to run to second base, before returning to first base, he shall forfeit such exemption from liability to be put out.

Overrunning first base.

SEC. 19. If, while third base is occupied, the coacher stationed near that base shall run in the direction of home base on or near the base line while a fielder is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, or a fly ball, and thereby draws

Must return at once and retouch base.

When base-runner forfeits exemption.

Third base occupied.

Coacher runs toward home to disconcert fielder.

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Base-runner out.

a throw to home base, the base-runner entitled to third base shall be declared out by the umpire for the coacher's interference with and prevention of the legitimate play.

Base-runner
out if team-
mates collect
at base.

SEC. 20. If one or more members of the team at bat stand or collect at or around a base for which a base-runner is trying, thereby confusing the fielding side and adding to the difficulty of making such play, the base-runner shall be declared out for the interference of his teammate or team-mates.

Catcher's
interference
with "squeeze"
play.

SEC. 21. In event a base-runner is trying to score from third base on a pitched ball or the "squeeze" play, a "balk" and also an "interference" should be called if the catcher runs out in front of the plate to catch the ball; and the runner shall be allowed to score and the batsman be entitled to first base. The same penalties must be imposed in case the catcher pushes the batsman out of the way, or tips his bat.

When
"force-out"
occurs.

SEC. 22. DEFINITION OF A "FORCED" PLAY.— A force-out can be made only when a base-runner legally loses the right to the base he occupies by reason of the batsman becoming a base-runner, and he is thereby obliged to advance.

There is more in Rule 56 than in all the other rules of the base ball decalogue.

Section 1 tells the batter very plainly that if he interferes with the catcher when the latter has not caught the third strike, he suffers the penalty of being called out.

"Momentarily held." in Section 2. means "firmly held." in the sense that the ball does not afterwards drop to the ground.

Base-runners
sometimes
forget.

Section 3. In this case "fielder." of course, refers to the catcher. If there is a runner on first base and no one out, or only one out, the catcher does not even have to hold the ball. The batter is out automatically (see Section 6 of Rule 51). It is a "bone" play for a runner who is on first to think he must

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run when the batter has a third strike called on him and the catcher drops the ball, unless two hands are out.

Section 4 says "fielder," because any fielder—pitcher, catcher or first or second baseman—can touch the runner out if possible before the latter gets to first base. In other words, the first baseman does not have a monopoly of putting runners out at first base.

Pitcher or catcher is a "fielder."

Section 5 defines the second way of putting runners out at first. If a fielder—meaning any player of side not at bat—with the ball in his possession, touches first base before the runner arrives at the base, the runner is out.

Often when a batter makes a long hit on which it appears he may go to second base, or third, or home, he runs outside the base path while rounding first base and there are some who instantly shout that he is out "for running out of the line." Note what Section 6 says. The runner is out only for running out of line if the ball is being fielded to first base and he runs out to avoid being put out. It is apparent that the farther he deviates from the base path, the more he is handicapping himself. To cite an extraordinary circumstance: The runner could even stop, sit on the players' bench and then resume his run to first base (provided he returned to the base path at the point from which he left it) without liability to be called out if the ball had not been held on first base before he reached it. When a batter hits for a home run the ball is not fielded to first base on the first play, except the runner is presumed to have omitted to touch first base, which is quite another matter from running out of line.

Batsman can run out of line rounding first base.

Section 7 holds the runner to the base line to avoid being touched by the ball in the hands of a fielder. On the other hand, if the runner is trying for a long distance hit, the base line rule is not exacted. He can make his turn as best he can so that he shall not cut the bases. The runner never is out if he runs behind a fielder who is trying to field the ball. He may run in front of the fielder; indeed, sometimes it is almost impossible to do otherwise, but he must be careful that he does not interfere with the fielder.

Runner can go behind fielder when latter is fielding ball.

Section 8 is easily understood. If the fielders have run into one another, the runner is not at fault if the collision happens to be with that fielder who, in the opinion of the umpire, had the lesser opportunity to field the ball. The present rule is clarified as compared with the original.

When fielders collide.

The runner is always out at any time he is touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the

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fielder's hands to avoid being put out, he must be declared out. Note that the rule states explicitly that the ball cannot be juggled by the fielder.

Section 10 means that the runner is out if he cannot get back to the base that he originally occupied, after a foul or fly catch is made, and the ball is thrown to the base ahead of him. For instance, a runner is on second base. The ball is batted so hard and so close to the foul line that the runner is sure it is a safe hit. He starts to run and when he arrives at third base finds that the hit was caught. Then the ball is thrown to second before he can return and is held on the base. That retires the runner. The same condition prevails at first and third bases. If the runner slides into a base or jumps into it and unloosens it from its fastening, he is safe if he is not forced out or if he has not been touched. He is not compelled to follow the base. The base-runner shall have the right to advance the moment a fly ball touches the hands of the fielder. Whether or not the ball is caught or muffed he can try for the next base subject to the rules regarding advancing on bases.

Runners may
start from base
instant ball
touches fielder's
hands.

Batsman the
only player who
can start a
"force play."

Section 11 embraces the much misunderstood "force" rule. No runner can be forced on the base paths except the batsman becomes a base-runner. For instance, with runners on, say, all of the bases, the runner on third suddenly decides to steal home and the runner on second moves up to third base and touches it. The runner, who had been on third, however, decides that he can not make home safely, and returns to third base. He is legally entitled to do so, while the runner who had come up from second will have to hurry back to that base the best way he can. Many amateurs think that the moment the runner on second touches third base, the runner who was on third becomes "forced" to the plate, but he is not. The same applies in like manner to runners on first and second, respectively. The runner is always entitled to return to the base he held originally—always with the possibility of being put out by being touched with the ball until that time when the batsman forces all runners immediately preceding him by becoming a base-runner. If there were three runners on bases when that happened, all of them necessarily would have to start. The runner on third base would try to get home, the runner on second would try to get to third, and the runner on first would try to get to second, while the batter would try to beat the ball to first. His play at bat forced everybody, *but until the batter starts a force play there is no force play in Base Ball.* Nine-tenths of the "knotty problems" submitted to the editor of the GUIDE each year bear upon misconstruction of what constitutes a "force." In the event of an in-

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field fly, the umpire is expected to announce "infield fly" or "outfield fly," for no other purpose than to kill the "force." When he says, "batter out," it is an infield fly and the runners may hold their bases in safety.

After a long fly to the outfield is caught—fair or foul fly—the base-runners have the privilege of trying to advance a base, at their own risk. On a long foul fly to the outfield, with a runner on third and a long throw to the home plate in prospect, it is not always good policy for a fielder to try for the foul. A fast runner may beat the throw-in. Ball games have been lost by outfielders not taking careful note of such conditions.

Advancing after
fly hit is caught.

The runner is out if he is hit while on fair territory by a batted ball. The ball is dead. That should not be forgotten. The batter takes his base, however.

Batter entitled
to first when
batted ball hits
base-runner.
Latter out.

If the runner, in trying for a three-base hit, should fail to touch either first or second base, he is out if the attention of the umpire is called to the play, and if the umpire saw the omission. In like manner, if the runner in returning to bases—the ball being in play—fail to touch the bases in regular order, if he is called upon to do so because of the play that is being made, he is out, if the attention of the umpire is called to his transgression, and if the umpire saw his failure to do so. If the pitcher has delivered the ball to the batter before the claim is made, the runner may not be called out. It should be noted that the attention of the umpire must be called to the act of a runner having omitted to touch a base. The umpire is a referee, not a policeman; and questions of fact are submitted to him for decision in his judicial capacity.

Umpire's
attention must
be called to
omission to
touch bases.

Calling "Play" or "Time" is exactly as calling fair or foul, so far as returning and touching a base is concerned.

Calling "Play"
or "Time."

Section 15 gives the umpire right to call the runner out at third base if there is such a runner, and if there is no one out or one out and the batsman interferes with a play that is being made at home plate. It must be thoroughly understood that if the runner is called out, the batter may not be called out also.

Batter not out
on interference
if base-runner
is called out.

A base-runner never should be foolish enough to pass a preceding base-runner. This seems like an unnecessary warning, but there have been instances where base-runners have done so, being ignorant of the rule against it.

Section 17 is made so clear that no misunderstanding should arise as to its intent. The wording of the rule makes it very plain when the runner is, and is not, out.

Coach's
"interference."

When the runner goes to first base, after he has finished being a batter, he may overrun the base as far as he wishes and turn either to the right or to the left, but if he should

Overrunning
first base.

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make an apparent effort to go to second base, when he thus overruns first base, he loses his right to return to first base without exemption from being put out.

Coachers
deceiving
fielders.

Section 19 warns the coacher at third not to try to fool the players of the team in the field into making a false throw to head off an apparent runner trying to score. Before the rule was adopted there were some players who made a specialty of this unsportsmanlike practice and became more adept at it than they did in playing the game.

Section 20 very plainly tells the players of the side at bat to keep away from the bases unless they are runners, or batters, or legitimate coachers.

When Umpire Shall Declare an Out.

RULE The umpire shall declare the batsman

Appeal must be
made for
decision when
runner cuts a
base or turns
first improperly.

57 or base-runner out, without waiting for an appeal for such decision, in all cases where such player be put out in accordance with any of these rules, except Sections 10, 13 and 18 of Rule 56.

An appeal must be made to the umpire when a runner "cuts a base," either in trying for a long hit, or in returning to the base that he held originally. The umpire may see the failure to touch a base, but he must not rule on it unless players of the team in the field have been as observant as he and ask for a ruling. Likewise, if a runner turns toward second base, after he has passed first base, the attention of the umpire must be called to it by an opposing player before the runner is declared out. There are times when the umpire does not observe the runner omitting to touch a base. If a player of the opposing side asks for the ruling, it is not in the province of the umpire to declare the runner out if the umpire failed to see the runner miss the base.

Coaching Rules.

RULE A coacher may address words of as-

Coachers may
talk only to
batsman or
runners.

58 sistance and direction to the base-runners or to the batsman. He shall not, by words or signs, incite or try to incite the spectators to demonstrations, and shall not use language which will in any manner refer to or reflect upon a player of the opposite club, the umpire or the spectators. Not more than two coachers, who

Must not incite
spectators.

RULE 58

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must be players in the uniform of the team at bat, shall be allowed to occupy the space between the players' and the coaches' lines, one near first and the other near third base, to coach base-runners. If there be more than the legal number of coaches or this rule be violated in any respect the umpire must order the illegal coacher or coaches to the bench, and if his order be not obeyed within one minute, the umpire shall assess a fine of \$5.00 against each offending player, and upon a repetition of the offense, the offending player or players shall be debarred from further participation in the game, and shall leave the playing field forthwith.

Only two coaches.

One at first;
one at third.

Illegal coaches
to bench.

Fines are not assessed in amateur games, but amateurs, as well as professionals, should live up rigidly to the rules in regard to coaching. There is nothing meaner than to appeal to the spectators to clamor at the top of their voices against the visiting players. One of the most disgusting features of any game is the use of language equally disgusting, and it is not good sportsmanship to "ride" the opposing players; that is, to goad them to anger by the use of personalities.

The Scoring of Runs.

RULE 59 One run shall be scored every time a base-runner, after having legally touched the first three bases, shall legally touch the home base before three men are put out; provided, however, that if he reach home on or during a play in which the third man be forced out or be put out before reaching first base, a run shall not count. (For definition of a "force-out" see Rule 56, Sec. 22.)

Base-runners
must touch all
bases legally,
before three out.

No run on third
hand out before
reaching first.

Again the "force-out" is brought plainly to attention. A run cannot be scored, if the third hand out is forced out or is put out before he reaches first base. For instance, three runners are on bases and the batter hits a slow grounder to the shortstop. Before he gets the ball the runner on third, who has a good start toward home, is quite up to the plate, but the runner who was on first is slow and the shortstop throws him

Defining
force-out.

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out before he is able to make second base. The run does not count. The force play does not necessarily have to be made at first base.

When runs
cannot be
scored as third
hand is being
put out.

If there is a runner on third and the batter hits the ball to the pitcher, who fumbles it, and the third baseman recovers it and throws the batter out at first base, and it is the third hand out, a run does not score even if the runner on third was over home plate before the ball got to first base. On the other hand, if the third hand should be put out at second base, and not on a force play, and a runner on third should have scored before the putout was made, the run does count. Note carefully in this rule that the force play must be the third out to prevent the run from scoring, or that the third hand must be out before the batter reaches first base to establish the fact that the run is void.

UMPIRES AND THEIR DUTIES.

Power to Enforce Decisions.

RULE 60 The umpires are the representatives of the League and as such are authorized

Umpires enforce
all rules.

Players,
captains and
managers under
their control.

Umpire-in-Chief
decides balls
and strikes.

Field Umpire
on bases.

and required to enforce each section of this code. They shall have the power to order a player, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties for violations of the rules as hereinafter prescribed. In order to define their respective duties, the umpire judging balls and strikes shall be designated as the "Umpire-in-Chief"; the umpire judging base decisions as the "Field Umpire."

Umpires in amateur games have equally as much authority as those in professional games except that fines are not imposed in amateur games.

The Umpire-in-Chief.

Umpire-in-Chief
behind catcher.

Umpire-in-Chief
in full charge.

RULE SECTION 1. The Umpire-in-Chief shall take position back of the catcher; he shall have full charge of and be responsible for the proper conduct of the game. With exception of the decisions to be made by the Field Umpire,

RULE 61

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as described in Rule 62, the Umpire-in-Chief shall render all the decisions that ordinarily would devolve upon a single umpire, and which are prescribed for "The Umpire" in these Playing Rules.

Makes all decisions, except those of Field Umpire.

SEC. 2. He shall call and count as a "ball" any unfair ball delivered by the pitcher to the batsman. He shall also call and count as a "strike" any fairly delivered ball which passes over any portion of the home base, and within the batsman's legal range as defined in Rule 31, whether struck at or not by the batsman; or a foul tip which is caught by the catcher standing within the lines of his position, within 10 feet of the home base; or which, after being struck at and not hit, strike the person of the batsman; or when the ball be bunted foul by the batsman; or any foul hit ball not caught on the fly unless the batsman has two strikes; provided, however, that a pitched ball shall not be called or counted a "ball" or "strike" by the umpire until it has passed the home plate.

Calls each "ball."

Calls each "strike."

Calls foul tip.

Batsman hit.

Foul bunt.

Foul fly not caught.

No decision until ball has passed home plate.

SEC. 3. He shall render base decisions in the following instances: (1) If the ball is hit fair, with a runner on first, he must go to third base to take a possible decision; (2) with more than one base occupied, he shall, on appeal, decide whether or not a runner on third leaves that base before a fly ball is caught; (3) in case of a runner being caught between third and home, when more than one base is occupied, he shall make the decision on the runner nearest the home plate.

Umpire-in-Chief goes to third on fair hit, with runner on first.

Decision on runner leaving third before fly caught.

When more than one base occupied.

Note the words, "on appeal," in clause 2 of foregoing section.

Section 3 should be well studied by the umpire in order that he may learn where to place himself when there are runners on the bases.

SEC. 4. The Umpire-in-Chief alone shall have authority to declare a game forfeited.

Sole power to forfeit game.

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The Field Umpire.

Field Umpire's
position.

RULE SECTION 1. The Field Umpire shall

Decisions at
first and second.

Decisions at
third.

Deciding balk.

May not
forfeit game.

Fining or
removing
players.

62 take such positions on the playing field as in his judgment are best suited for the rendering of base decisions. He shall render all decisions at first base and second base, and all decisions at third base except those to be made by the Umpire-in-Chief in accordance with Section 3, Rule 61. He shall also have equal authority with the Umpire-in-Chief in the calling of "balks" on the pitcher, and in enforcing Section 4, Rule 14, and Section 2, Rule 30, prohibiting the use of foreign substance on the ball and prohibiting "freak" deliveries.

SEC. 2. He shall aid the Umpire-in-Chief in every manner in enforcing the rules of the game and, with the exception of declaring a forfeiture, shall have equal authority with the Umpire-in-Chief in fining or removing from the game players who violate these rules.

The Field Umpire may not forfeit a game, but he may remove a player who does not observe the rules. He has authority to rule on balks and "freak" deliveries.

No Appeal From Decisions Based on Umpire's Judgment.

No appeal from
umpire on fair
or foul ball.

Runner safe
or out.

"Strike" or
"ball."

Or any play
involving
accuracy of
judgment.

No decision
reversed unless
rule violated.

Only captain
may protest.

RULE There shall be no appeal from any decision of either umpire on the ground

63

that he was not correct in his conclusion as to whether a batted ball was fair or foul, a base-runner safe or out, a pitched ball a strike or a ball, or on any other play involving accuracy of judgment, and no decision rendered by him shall be reversed, except that he be convinced that it is in violation of one of these rules. The captain shall alone have the right to protest against a decision and seek its reversal on a claim that it

RULE 63

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Explanatory notes by the editor in smaller type.)

is in conflict with a section of these rules. In case the captain does seek a reversal of a decision based solely on a point of rules, the umpire making the decision shall, if he is in doubt, ask his associate for information before acting on the captain's appeal. Under no circumstances shall either umpire criticise or interfere with a decision unless asked to do so by his associate.

Umpire may ask information of associate.

Neither umpire to criticise or interfere with decision unless requested by associate.

Remarks on umpire's duties.

An umpire may not change decisions of the other umpire unless the latter asks for a conference. Umpires may change decisions if satisfied that they are in the wrong. All make mistakes and only the more obtuse decline to admit them. No captain can protest a decision of the umpire where it is simply a matter of judgment on the part of the latter. Many do protest, and that practice is what leads to obnoxious and annoying delay brought about in direct violation of the rule. Protests on balls and strikes are absurd, although the Umpire-in-Chief not infrequently calls a ball or a strike which seems not to have been one. However, his position for judgment is far better than that of any player except the catcher, and of any spectator, no matter where the latter may be seated. A Field Umpire may decide wrong in the rapidity of play, and when he thinks he may have done so, has a perfect right to ask the Umpire-in-Chief as to the accuracy of the decision. The camera has shown that umpires, even the best of them, do make incorrect decisions, and has also shown that players, even the best of them, do make foolish objections.

Duties of Single Umpire.

RULE 64 If but one umpire be assigned, his duties and jurisdiction shall extend to all points, and he shall be permitted to take his stand in any part of the field that in his opinion will best enable him to discharge his duties.

Single umpire's jurisdiction extends to all points.

He may umpire from behind home plate or from behind the pitcher's plate.

May stand anywhere.

Must Not Question Decisions.

RULE 65 Under no circumstances shall a captain or player dispute the accuracy of the umpire's judgment and decision on a play.

Captain cannot dispute umpire's decision.

See explanatory note on following page.

RULE 65(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

If the captain thinks the umpire has erred in interpretation of the rules he may appeal to him, but no other player is privileged to do so. The umpire has the right to remove players for objecting to decisions or behaving in an ungentlemanly manner.

Clubs Can Not Change Umpire.

Only illness
permits change
of umpire.

RULE 66 The umpire can not be changed during a championship game by the consent of the contesting clubs unless the official in charge of the field be incapacitated from service by injury or illness.

Penalties for Violations of the Rules.

Removed from
game.

RULE 67 SECTION 1. In all cases of violation of these rules, by either player or manager, the penalty shall be prompt removal of the offender from the game and grounds, followed by a period of such suspension from actual service in the club as the President of the League may fix; except, that in event a pitcher is removed from the game for violation of either Section 4 of Rule 14, or of Section 2 of Rule 30, he shall be automatically suspended for a period of ten days. In the event of removal of player or manager by either umpire, he shall go direct to the club house and remain there during the progress of the game, or leave the grounds; and a failure to do so will warrant a forfeiture of the game by the Umpire-in-Chief.

Suspension by
league
president.

Player removed
must go direct
to club house or
leave ground.

Failure to leave
cause for
forfeiture.

Fine if captain
fails to notify
umpire of
substitution.

SEC. 2. The umpire shall assess a fine of \$25.00 against (1) the captain who fails to notify him when one player is substituted for another; (2) against any player who crosses the field in going to the club house after he has been ordered from the game or bench. (Players so removed must go around the playing field.) A fine of \$5.00 shall be assessed against any player who fails to be seated on his bench.

RULE 67

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within one minute after ordered to do so by the umpire.

SEC. 3. In cases where substitute players show their disapproval of decisions by yelling from the bench, the umpire shall first give warning. If the yelling continues he shall order the offender or offenders from the bench; but in event the disturbance is continued and the umpire is unable to detect the offenders, then he shall clear the bench of all substitute players; the captain of the team, however, to have the privilege of sending to the club house for such substitutes as are actually needed to replace players in the game.

Bench to
be cleared.

Substitutes
from club
house

Umpire to Report Violations of the Rules.

RULE The umpire shall within twelve hours

Umpire's report.

68 after fining or removing a player from the game, forward to the President a report of the penalty inflicted and the cause therefor.

RULE Immediately upon being informed by

69 the umpire that a fine has been imposed upon any manager, captain or player, the President shall notify the person so fined and also the club of which he is a member; and, in the event of the failure of the person so fined to pay to the Secretary of the League the amount of said fine within five days after notice, he shall be debarred from participating in any championship game or from sitting on a player's bench during the progress of a championship game until such fine be paid.

President of
league notifies
player and club
of fine.

Fine paid within
five days.

Debarred from
players' bench
if fine unpaid.

RULE When the offense of the player de-

70 barred from the game be of a flagrant nature, such as the use of obscene language or an assault upon a player or umpire, the umpire shall within four hours thereafter forward to the President of the League full particulars.

Umpire must
make immediate
report.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Warning to Captains.

Umpire warns
captains.

RULE

71

The umpire shall notify both captains before the game, and in the presence of each other, that all the playing rules will be strictly and impartially enforced, and warn them that failure on their part to co-operate in such enforcement will result in offenders being fined, and, if necessary to preserve discipline, debarred from the game.

On Ground Rules.

Umpire must
enforce rules
regarding
materials.

RULE

72

SECTION 1. Before the commencement of a game the umpire shall see that the rules governing all the materials of the game are strictly observed.

Spectators
overflow.

Home captain
makes ground
rules.

Visiting captain
must agree.

If visiting
captain objects,
umpire makes
ground rules.

SEC. 2. In case of spectators overflowing on the playing field, the home captain shall make special ground rules to cover balls batted or thrown into the crowd, provided such rules be acceptable to the captain of the visiting club. If the latter object, then the umpire shall have full authority to make and enforce such special rules, and he shall announce the scope of same to the spectators.

Thrown ball
in stand.

Through fence.

In players'
bench.

In screen.

Runners get
two bases.

Home captain
notifies umpire
as to special
ground rules.

SEC. 3. In all cases where there are no spectators on the playing field, and where a thrown ball goes into a stand for spectators, or over or through any fence surrounding the playing field, or into the players' bench (whether the ball rebounds into the field or not), or remains in the meshes of a wire screen protecting the spectators, the runner or runners shall be entitled to two bases. The umpire in awarding such bases shall be governed by the position of the runner or runners at the time the throw is made.

SEC. 4. The umpire shall also ascertain from the home captain whether any other special

RULE 72

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ground rules are necessary, and if there be he shall advise the opposing captain of their scope and see that each is duly enforced, provided they do not conflict with any of these rules and are acceptable to the captain of the visiting team.

Umpire notifies
visiting captain.

Section 2 means what it says. If the ground rules are not satisfactory to the visiting club, the umpire has authority to make ground rules.

The latter part of Section 3 means that if a runner has started to steal second base and an overthrow is made, the runner shall be given not only second, if in the opinion of the umpire he might have made the base, but two bases in addition.

Official Announcements.

RULE 73 The umpire shall call "Play" at the hour appointed for the beginning of a game, announce "Time" at its legal interruption and declare "Game" at its legal termination. Prior to the commencement of the game he shall announce the batteries, and during the progress of the game shall announce each change of players. In case of an overflow crowd, he shall announce the special ground rules agreed upon, and he shall also make announcement of any agreement entered into by the two captains to stop play at a specified hour.

Calling "Play."

Announcing
"Time."

Declaring
"Game."

Announcing
batteries.

Changes of
players.

Special ground
rules.

Agreement to
stop play.

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

Suspension of Play.

RULE 74 The umpire shall suspend play for the following causes:

Play suspended.

SECTION 1. If rain fall so heavily that in the judgment of the umpire play should be suspended, he shall note the time of suspension, and if, at the end of thirty minutes, rain shall

Heavy rain.

Thirty minutes'
wait.

RULE 74(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)Umpire
sole judge.Game
terminated.Accident to
umpire or
player.Removing
spectator
player from
ground.Play in progress
is completed
before "Time"
is called.Calling "Time"
suspends play.No out, base
run, or run
scored.Pitcher's
position.

continue to fall, the umpire shall then be the sole judge of whether or not resumption of play will be possible, and he alone shall have authority to prolong the suspension or terminate the game.

SEC. 2. In case of an accident which incapacitates him or a player from service in the field, or in order to remove from the grounds any player or spectator who has violated the rules, or in case of fire, panic or other extraordinary circumstances. Provided, that in case of accident to a player or players in attempting to make a play on either a batted or thrown ball, "Time" shall not be called until, in the judgment of the umpire, no further play is possible.

A very definite distinction as to when the umpire shall call "Time."

SEC. 3. In suspending play from any legal cause the umpire shall call "Time"; when he calls "Time" play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run or run be scored. "Time" shall not be called by the umpire until the ball be held by the pitcher while standing in his position, except that this does not apply to Section 3, Rule 37, nor does it apply in case of fire, panic or storm, or in case of accident to a player or umpire.

The words, "in case of accident to a player or umpire," were added in 1920.

FIELD RULES.**RULE
75**

No person shall be allowed upon any part of the field during the progress of a game except the players in uniform, the manager of each side, the umpire, such officers of the law as may be present in uniform, and

Who may go
on field.
Players in
uniform.
Managers.
Umpires.
Officers of law.

RULE 75

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such watchmen of the home club as may be necessary to preserve the peace.

Home club
watchmen.

This is not strictly observed in amateur games, but it is best to have the field as clear as possible.

RULE**76**

No manager, captain or player shall address the spectators during a game except in reply to a request for information about the progress or state of the game, or to give the name of a player.

Addressing
spectators.

This rule has been violated in every way possible, although it stands in the code as an official mandate for clean Base Ball. One unsportsmanlike feature in connection with its non-observance is the practice of players of visiting teams to incite hostility against players of the home team or to provoke acrimonious dispute certain to develop rowdyism. "Mucker" play is condemned in foot ball and is subject to as severe condemnation in Base Ball. No tolerance should be held for deliberate misconduct on the field.

The fault is not always the players', however; spectators, too, indulge in much unwarranted personality to players.

RULE**77**

Every club shall furnish sufficient police force to preserve order upon its own grounds, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the visiting club may refuse to play until the field be cleared. If the field be not cleared within 15 minutes thereafter, the visiting club may claim and shall be entitled to the game by a score of 9 runs to 0 (no matter what number of innings has been played).

Preserving
order.

Forfeiture to
visiting team.

General Definitions.

RULE**78**

"Play" is the order of the umpire to begin the game or to resume it after its suspension.

"Play."

RULE**79**

"Time" is the order of the umpire to suspend play. Such suspension must not extend beyond the day.

"Time."

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

"Game." **RULE** "Game" is the announcement of the
80 umpire that the game is terminated.

"Inning." **RULE** "An Inning" is the term at bat of the
81 nine players representing a club in a
game and is completed when three of such play-
ers have been legally put out.

"Time at Bat." **RULE** "A Time at Bat" is the term at bat of
82 a batsman. It begins when he takes
his position, and continues until he is put out or
becomes a base-runner. But a time at bat shall
not be charged against a batsman who is awarded
first base by the umpire for being hit by a pitched
ball, or on called balls, or when he makes a sacri-
fice hit, or for interference by the catcher.

"Time at Bat"
not charged
against batsman.
Hit by pitched
ball.
Base on balls.
Sacrifice.
Interference by
catcher.

**Why omitted
from score.** A time at bat "not being charged" refers to the score. For
instance, if Smith goes to the plate five times and makes three
hits, and is given one base on balls, and is hit once by a
pitched ball, he is charged officially in the score with three
times at bat, and three single base hits, while in the score
summary it is stated that he received a base on balls and was
hit once by the pitcher. As batting averages are determined
by dividing the total number of base hits by the total times at
bat, to give a "time at bat" to a batter when he goes to first
base on called balls, or for any other reasons stated in the
rule, would act as penalty on the batsman, by reducing his
batting average, for something for which he was not respon-
sible.

"Legal." **RULE** "Legal" or "Legally" signifies as
83 required by these rules.

THE SCORING RULES.

RULE To promote uniformity in scoring
84 championship games the following
instructions are given and suggestions and defi-
nitions made for the guidance of scorers, and
they are required to make all scores in accord-
ance therewith.

**All scorers must
follow
instructions.**

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(Explanatory notes by the editor in smaller type.)

The Batsman's Record.

RULE 85 SECTION 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game, but the exceptions made in Rule 82 must not be included. Times at bat.

SEC. 2. In the second column shall be set down the runs, if any, made by each player. Runs.

SEC. 3. In the third column shall be placed the first-base hits, if any, made by each player. Base hits.

SEC. 3-a. If, in the last half of the final inning, with the winning run on base, the batsman drives home that run, credit shall be given him for as many bases on his hit as the runner advances; except, however, that in case of the batsman driving a fair ball out of the playing field, he shall receive credit for a home run. Credit for bases scored on winning run.

Be sure that the batter gets a home run when the ball goes out of the playing field in the last half of final inning. On home run.

The Scoring of Base Hits.

SEC. 4. A base hit shall be scored in the following cases: Defining base hit.

When the ball from the bat strikes the ground on or within the foul lines and out of the reach of the fielders, provided the batter reaches first base safely. Ball out of fielders' reach on fair ground.

When a fair-hit ball is partially or wholly stopped by a fielder in motion, but such player can not recover himself in time to field the ball to first before the striker reaches that base or to force out another base-runner. Ball partially stopped, fielder cannot recover.

When the ball be hit with such force to an infielder or pitcher that he can not handle it in time to put out the batsman or force out a base-runner. In a case of doubt over this class of hits, a base Ball a player cannot handle, a hit if in doubt.

RULE 85(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

hit should be scored and the fielder exempted from the charge of an error.

Slow hit, fielder
cannot get
ball in time.

When the ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman or force out a base-runner.

Base hit for
batted ball
hitting runner
unless batted by
himself.

In all cases where a base-runner is retired by being hit by a batted ball, unless batted by himself, the batsman should be credited with a base hit.

Batted ball
hitting umpire
or his clothing.

When a batted ball hits the person or clothing of the umpire, as defined in Rule 53, Section 6.

Force-out kills
credit of
base hit.

In no case shall a base hit be scored when a base-runner is forced out by the play.

Fielder's
choice.

When a fielder after handling a batted ball, elects to try to retire a base-runner instead of the batter, the play is known as a "fielder's choice." In case the runner is retired, or would be retired but for an error, the batter shall be charged with a time at bat, but no hit. If the runner is not retired, and no error is made, the batter shall be charged with a time at bat, but no hit, provided he swung at the ball, and shall be credited with a sacrifice hit, provided he bunted the ball; if, however, in the judgment of the scorer the batter could not have been retired at first base by perfect fielding, he shall be credited with a base hit.

Time at bat
no hit.

Sacrifice on
bunt.

Base hit if
batter could
not have been
retired.

Sacrifice Hits.

Sacrifices in
summary.

SEC. 5. Sacrifice hits shall be placed in the Summary.

Bunt sacrifice.

A sacrifice hit shall be credited to the batsman who, when no one is out or when but one man is out, advances a runner a base by a bunt hit, which results in the batsman being put out before reaching first, or would so result if it were handled without error.

Sacrifice fly.

A sacrifice hit shall also be credited to a batsman who, when no one is out or when but one

RULE 85

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man is out, hits a fly ball that is caught but results in a run being scored on the catch, or would in the judgment of the scorer so result if caught; but no distinction shall be made in the Summary as between bunted or fly-ball sacrifices.

In other words, a "sacrifice" is a "sacrifice," whether a bunt, a slow hit, or a fly ball.

Fielding Records.

SEC. 6. The number of opponents, if any, put out by each player shall be set down in the fourth column. Where the batsman is given out by the umpire for an illegally batted ball, or fails to bat in proper order, or is declared out on third bunt strike, the put-out shall be scored to the catcher. In cases of the base-runner being declared "out" for interference, running out of line, or on an infield fly, the "out" should be credited to the player who would have made the play but for the action of the base-runner or the announcement of the umpire.

Put-outs.

Batting out of order.

Third strike a bunt. catcher gets credit for put-out.

Out for interference, out of line or infield fly.

SEC. 7. The number of times, if any, each player assists in putting out an opponent shall be set down in the fifth column. One assist and no more shall be given to each player who handles the ball in aiding in a run-out or any other play of the kind, even though he complete the play by making the put-out.

Assists.

One assist only in run-out.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fails, through no fault of the assisting player.

Assist given if another player falls on put-out.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a

Assists in operation from time ball leaves bat until it reaches put-out man.

RULE 85(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

Assist, even if error is finally made.

When each player handling ball gets assist.

Double play defined.

way that a put-out results, or would result if no error were made by a team-mate.

Assists should be credited to every player who handles the ball in the play which results in a base-runner being called "out" for interference or for running out of line.

A double play shall mean any two continuous put-outs that take place between the time the ball leaves the pitcher's hands until it is returned to him again standing in the pitcher's box.

Errors.

Errors.

Failure to make perfect play.

Base on balls not error.

Batsman hit by pitcher, balk, passed ball, wild pitch, not errors.

When catcher is exempt.

SEC. 8. An error shall be given in the sixth column for each misplay which prolongs the time at bat of the batsman or prolongs the life of the base-runner or allows a base-runner to make one or more bases when perfect play would have insured his being put out. But a base on balls, a base awarded to a batsman by being struck by a pitched ball, a balk, a passed ball or wild pitch shall not be included in the sixth column.

An error shall not be charged against the catcher for a wild throw in an attempt to prevent a stolen base, unless the base-runner advance an extra base because of the error.

Failure to make second part of double play.

An error shall not be scored against the catcher or an infielder who attempts to complete a double play, unless the throw be so wild that an additional base be gained. This, however, does not exempt from an error a player who drops a thrown ball when by holding it he would have completed a double play.

Dropping thrown ball.

In case a base-runner advance a base through the failure of a baseman to stop or try to stop a ball accurately thrown to his base the latter shall be charged with an error and not the player who made such throw, provided there was occasion for it. If such throw be made to second base

RULE 85

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the scorer shall determine whether the second baseman or shortstop shall be charged with an error.

Scorer to determine.

In event of a fielder dropping a fly but recovering the ball in time to force a runner at another base, he shall be exempted from an error, the play being scored as a "force-out."

Force-out will save error on dropped fly.

An error shall be charged to the catcher if he drop a third strike, allowing the runner to reach first base; except this rule is not to apply in case of a wild pitch.

Error for catcher.

A muffed third strike is an error. There is no question about it.

An error shall be charged to the first baseman if, on receiving a throw in ample time to retire the batsman, he fail to touch first base.

Error for first baseman.

Plainly a misplay and therefore rightly chargeable as an error, even though it is not a misplay depending upon handling the ball.

Stolen Bases.

SEC. 9. A stolen base shall be credited to the base-runner whenever he advances a base unaided by a base hit, a put-out, a fielding or a battery error, subject to the following exceptions:

Stolen base.

In event of a double or triple steal being attempted, where either runner is thrown out, the other or others shall not be credited with a stolen base.

Attempted double or triple steal.

In event of a base-runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

Over-sliding.

In event of a base-runner making his start to steal a base prior to a battery error, he shall be credited with a stolen base and the battery error shall also be charged.

Battery error.

In event of a palpable muff of a ball thrown by the catcher, when the base-runner is clearly

Palpable muff.

RULE 85(Official text of the rules in large type.
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blocked, the infielder making the muff shall be charged with an error and the base-runner shall not be credited with a stolen base.

No credit for
alleged "steal."

No stolen base shall be credited to a runner who is allowed to advance without any effort being made to stop him.

In other words, when runners are deliberately permitted to circle around the bases because the team at bat cannot conceivably win, there are no stolen bases.

Definition of Wild Pitch and Passed Ball.

Batsman
reaches first.

SEC. 10. A wild pitch is a legally delivered ball, so high, low or wide of the plate that the catcher can not or does not stop and control it with ordinary effort, and as a result the batsman, who becomes a base-runner on such pitched ball, reaches first base or a base-runner advances.

Runner
advances.

Passed ball
defined.

A passed ball is a legally delivered ball that the catcher should hold or control with ordinary effort, but his failure to do so enables the batsman, who becomes a base-runner on such pitched ball, to reach first base or a base-runner to advance.

Definition of Run Earned Off Pitcher.

Earned run
by aid of
Safe hit,
Sacrifice,
Stolen base,
Base on balls,
Hit batsman,
Wild pitch,
Balk.

SEC. 11. A run earned off the pitcher shall be scored every time a player reaches home base by the aid of safe hits, sacrifice hits, stolen bases, bases on balls, hit batsmen, wild pitches and balks, before fielding chances have been offered to retire the side.

Pitcher gets
benefit of doubt
in fielding
error.

Fielding
error.

Pitcher's
error.

The pitcher shall be given the benefit of doubt whenever fielding errors are made and in determining the base to which a runner should have been held with perfect support on part of fielders. A fielding error made by the pitcher shall be considered the same as any other fielding error. No run can be earned that scores as re-

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sult of batsman having reached first base on a fielding error or passed ball ; nor can any run be earned after the fielding side has failed to accept chances offered to retire the side.

Fielding error, or passed ball prevents earned run.

To determine the pitcher's percentage for the season, the total number of runs earned off his pitching shall be divided by the total number of innings he has pitched ; then multiplied by nine, to find his average effectiveness for a complete game.

Failure on chances to retire side prevents earned run.

Pitcher's percentage.

The Summary.

The Summary shall contain :

RULE 86

SECTION 1. The score made in each inning of the game and the total runs of each side in the game.

Score by innings.

Total runs.

SEC. 2. The number of stolen bases, if any, made by each player.

Stolen bases.

SEC. 3. The number of sacrifice hits (including sacrifice flies), if any, made by each player.

Sacrifice hits.

Sacrifice flies.

SEC. 4. The number of two-base hits, if any, made by each player.

Two-base hits.

SEC. 5. The number of three-base hits, if any, made by each player.

Three-base hits.

SEC. 6. The number of home runs, if any, made by each player.

Home runs.

SEC. 7. The number of double and triple plays, if any, made by each team and the players participating in same.

Double and triple plays.

SEC. 8. The number of runs batted in by each batsman.

Runs batted in.

SEC. 9. The number of innings each pitcher pitched in.

Innings each pitcher.

SEC. 10. The number of base hits, if any, made off each pitcher, and the number of legal "at bats" scored against each pitcher. (The

Base hits against pitcher.
"At bats" against pitcher.

RULE 86(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Summary to be in form as follows: "Hits off -----, 6 in 4 innings; one man out in 5th.")

- Strike-outs. SEC. 11. The number of times, if any, the pitcher strikes out the opposing batsmen.
- Bases on balls. SEC. 12. The number of times, if any, the pitcher gives bases on balls.
- Wild pitches. SEC. 13. The number of wild pitches, if any, charged against the pitcher.
- Hits batsman. SEC. 14. The number of times, if any, the pitcher hits a batsman with a pitched ball, the name or names of the batsman or batsmen so hit to be given.
- Passed balls. SEC. 15. The number of passed balls by each catcher.
- Time of game. SEC. 16. The time of the game.
- Umpires. SEC. 17. The name of the umpire or umpires.

In scoring always exercise common sense. Merely because a fielder touches a ball it does not constitute an error. Batters are to be given encouragement and, in any question of doubt as to whether they make base hits, are to be entitled to the benefit of the doubt.

How to Determine Percentage of Club Standing and Individual Player Averages.

1. To determine the percentage of Games Won and Lost, divide the total number of games won and lost into the number won.

2. To determine Batting Averages, divide the total "Times at Bat" into the total number of base hits.

3. To determine Fielding Averages, divide the total of put-outs, assists and errors into the total of put-outs and assists.

In all cases where the remaining fraction is one-half or over, a point is added to the average.

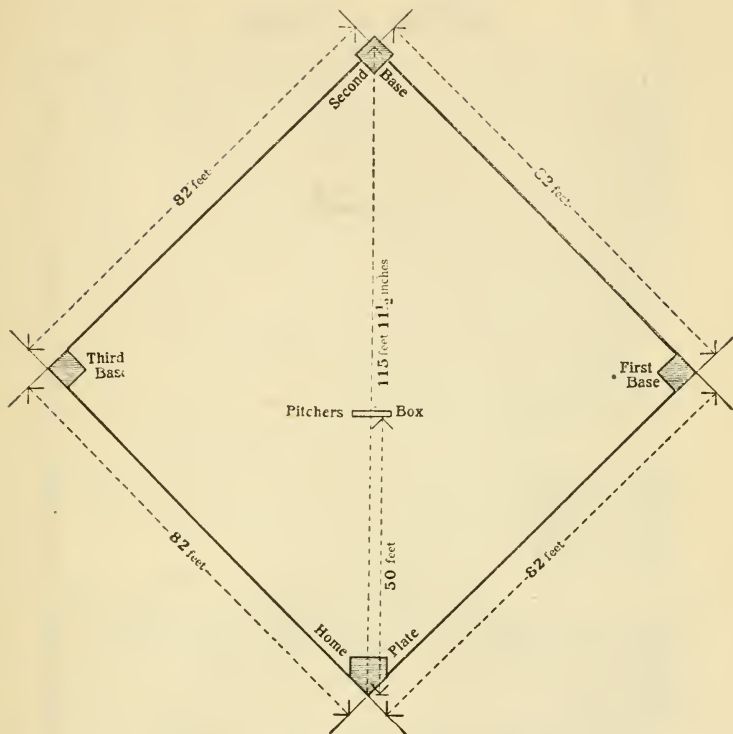


Diagram of Diamond for Boys Under 16 Years of Age.

The official dimensions of the diamond for boys under sixteen years old, as approved by the major leagues' joint rules committee, is as follows: Distance between bases, 82 feet; home plate to second base, 115 feet 11½ inches; home plate to pitching rubber, 50 feet. The official ball shall be not less than 8½ nor more than 8¾ inches in circumference and shall weigh not less than 4½ nor more than 4¾ ounces. The Spalding "Official National League Jr." ball or the Reach "Official American League Jr." ball should be used in all games played under these rules.

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Knotty Problems

BY JOHN B. FOSTER.

As in previous years, the Editor of the GUIDE, Mr. John B. Foster, will be pleased to answer any question relative to interpretation of the rules. These inquiries should be written upon one side of the paper, typewritten if possible, and accompanied by a self-addressed stamped envelope. Send your inquiries to Mr. John B. Foster, 45 Rose Street, New York.

"Knotty Problems in Base Ball" is a standard and popular number of the Spalding Athletic Library series and contains the principal questions and answers printed in its many editions, together with those published in the SPALDING GUIDE during the last few years. Every player and fan should have a copy of this book, as it contains answers to questions that are practically identical with situations arising day after day on the ball field. Keep "Knotty Problems" handy, as some incident may arise covered "to the dot" by one of the explanations. Price 25 cents.

"How to Umpire" is now published separately and contains a great deal of information that will be helpful to the umpire and of undoubted interest to the player and spectator. Price 25 cents.

Forgetfulness all around.

With one out, runners are on second and third bases. The batter hits a fly ball which is caught by the shortstop. When the ball is caught the runners start toward home, thinking two hands are out. Some players on the infield start to leave the field because they think three are out. Right fielder runs home, gets the ball from the umpire and plays it to second base. The scorer notifies the players that only two are out. The umpire calls the runner out who was on second for leaving the base before the fly was caught. The right fielder did not know whether the umpire gave him the same ball that had been in play, as the umpire was holding three at the time that he gave the right fielder one. Was the umpire right or was the ball not in play because the infielders had left their positions?—Harry M. Smith, Harrisville, Pa.

The umpire was right. The runners were careless in leaving their bases and the infielders were not awake to the points of the game. A ball turned over to a fielder by an umpire must be accepted as official.

Ball securely held by first baseman.

The ball is thrown to the first baseman. He drops it but reaches out and covers it firmly with his mitt. Was the ball securely held and was the runner out?—R. D. Swaine, Yarmouth, Nova Scotia.

This play is one to be decided by the judgment of the umpire. It is what is known as a "personal opinion decision." If, in the umpire's judgment the ball was securely held and could be recovered by the first baseman without taking his foot from the bag, the player was out.

Unintentional base-hit.

The batter dodged a pitched ball but the ball hit the bat and bounded to the infield. The batter had presence of mind enough to run to first base and beat the throw. I ruled him safe and declared it to be a regular safe hit. Was I right?—J. G. Edwards, Newark, Ark.

The decision was right. The fact that he did not swing at the ball did not invalidate the hit. Had the ball rolled foul it might have been both strike and foul, depending upon the count of balls and strikes.

Using the spitball.

We have a semi-pro pitcher who persists in using the spitball. How can he be prevented from doing so?—Knox Harper, Rives, Tenn.

The umpire must forfeit game if he persists after being warned and will not leave the field if ruled off. It is a violation of the rules unless the captain of the other team is agreeable to the use of the spitball.

Not the regular "force play."

One man is out and runners on second and third. The batter hits to right field and his fly is caught. The runner on third base scores. The runner on second base, who had left his base before the ball was caught, retraced his steps and tried to get back to second, but was put out because he was forced to go back. Did the run count from third base on a forced play?—A. M. Griffin, Yorktown, Texas.

This was not a force play. The use of the word "force" in Base Ball means that runners are compelled to advance on the bases because the batter must run to first base. It was obligatory on the part of the runner who was on second to return to second base, but he was not "forced" in the sense of Rule 59. If the runner on third scored before the runner who had been on second was put out, the run counted.

An infield fly play.

With one out and runners on first and second bases, the batter hits a fly to the second baseman. The umpire fails to call "infield fly." The runner on second is off the base about 25 feet and makes no attempt to return to second but goes on to third. The ball is caught by the second baseman and thrown to the shortstop. Is the runner out and does the manager have a right to protest the game because the umpire did not call an infield fly?—R. G. Bradbrook, Rapelje, Mont.

The runner is out and there is no warrant for protest as the play has been described. Granting that it was an infield fly the runner neglected to return to second base and touch it after the ball was caught. His right to lead away from second base is undisputed, but he goes away at his own risk and when a fly ball is caught he must complete the demands of the rules and return to second before going further.

Catcher made a wild throw.

Runners are on first and third bases. The batter strikes at a pitched ball and misses it. As the catcher makes a return of the ball to the pitcher, the batter lifts his bat to his shoulder and while it rests on his shoulder the catcher hits the bat with the ball as he throws. The runner on third scores and the runner on first goes to second. The umpire sent each runner back. Was his decision right?—H. H. Stringer, Bay Springs, Miss.

Presumably the umpire thought that it was a case of interference. However, it looks more as if it was an accident as the play is described and that the catcher made a wild throw, and therefore the side at bat should not have been penalized. It appears that the runs should have counted.

Fly out to the pitcher.

The batter dodged a pitched ball and it struck his bat, going on the fly to the pitcher, who caught it. Was it out or was it a dead ball?—C. G. Somers, Ashesboro, N. C.

The batter was out. It was his fault that the bat was in the way of the ball and he is responsible for any play that arises because it was in the way of the ball.

Shortstop drops a fly.

Two are out and the bases are filled. The batter flies to short and the shortstop drops the ball. He picks it up and throws it to second base. Meanwhile the players on third and second have scored. Their captain contends that their runs are legal. Were they?—F. E. Carter, Camp Greenbrier, W. Va.

The runners did not score. This play was a legitimate force play under Rule 59. The runner on first was compelled to leave because the batter became a base-runner and was out at second after the shortstop's throw.

Batter was not out.

A batter bats out of order. The pitcher delivers one ball which is called a ball. The error is discovered and the right batter substituted. The umpire calls the right batter out. I cannot find any rule for that decision.—Eddie Roberts, Trevilians, Va.

There is no rule for it. The umpire made a mistake. The right batter should have finished his term at bat with one ball called against him.

Not a balk.

A runner is on third base. The pitcher, standing on the pitcher's plate, seems to start to wind up, but steps directly toward third base and throws the ball to the third baseman, catching the runner off third. Was that a balk?—J. D. Blackinsopp, Aledo, Ill.

As the play is described it does not seem to be a balk. The question as to whether a balk was committed lies in the probable wind-up of the pitcher. The umpire may have decided that the pitcher had actually started to deliver the ball to the batter.

A professional player.

Please define what is meant by a professional ballplayer. Our league is anxious to know.—Bryan Senft, York, Pa.

A professional ballplayer is one who is paid to play Base Ball, or who derives any part of his living by being paid to engage in sport, or who is engaged in the business of selling sporting goods.

Umpire-in-chief exceeded his authority.

A runner is going to third base from second. The field umpire calls the runner safe and the umpire-in-chief reverses the field umpire and declares the runner out. Has the umpire-in-chief the right to do this?—E. A. Mallo, Fredericton, New Brunswick.

The umpire-in-chief must not reverse the decision of the field umpire. On the other hand, the field umpire may not reverse the decision of the umpire-in-chief. Were the umpires to have the right to reverse one another many disputes might arise in a game.

Runner failed to get back to base.

All the bases are filled. One hand is out. The batter hits an infield fly and it is so decided by the umpire. The runner who was on third base is unable to get back to the base before the ball is fielded there. Should the runner be declared out if he is not touched by the ball?—J. E. Levis, Houghton, Mich.

The runner left third at his own risk. He could do that, but he must also get back if the ball is caught, exactly as he would get back on any fly that is caught. If the ball was thrown to third and the base was touched by the baseman before the runner could get back, the runner was out. The rule does not make it imperative that the runner be touched.

Batted ball hit the umpire.

There is only one umpire in a game and he is standing behind the pitcher and to his right. The batsman hits a line drive and the ball strikes the umpire. The pitcher picks the ball up and throws it to first base in advance of the runner. What should the ruling be?—J. W. Stephenson, Social Circle, Ga.

The batter is permitted to go to first base and is credited with a base-hit. It would be unfair to him to punish him for the inability of an umpire to get out of the way of the ball.

Presumable interference with a runner.

The batsman hit safely to right field and the pitcher crossed over to back up the first baseman. In doing so he collided with the runner and the latter was knocked to the ground. The umpire sent the runner to second base, although the right fielder picked up the ball in time to throw the runner out at first base. Was it right to give the runner two bases?—E. T. Daishi, Honokaa, Hawaii.

As the hit did not seem to be good for more than one base when it was originally made the umpire did not seem to be warranted in giving two bases on it. He should have sent the batter to first base.

Hit by a pitched ball.

Batsman does not strike at the ball but the ball hits his clothing, then his bat, and rolls fair. Is it a hit?—J. V. Bowen, Snohomish, Wash.

As the ball first hit the clothing of the batter the rule governing the case is that which governs any instance of the batter being hit by a pitched ball. The ball became dead when it hit the clothing of the batter.

When the base breaks from its fastening.

A base-runner slides into a base and detaches it from the fastening. Is it necessary for him to run after the base and hold on to it?—L. L. Butler, Merryville, La.

The runner is not compelled to follow the base. That idea seems to prevail in amateur Base Ball and probably is due to the fact that so many games are played where the bases are loose. Having touched the base the runner has performed his part of the play.

Credit to the pitcher.

Runner on third starts for home as the pitcher delivers the ball to the batsman. The catcher tags the runner out. Does the pitcher get an assist, and if the catcher permits the ball to get away is he charged with an error or a passed ball?—W. C. Vincent, Blackwell, Okla.

If the pitcher delivered the ball to the plate for the batsman to hit, it was a battery play and the pitcher would not be entitled to an assist if the runner was touched out. If the catcher permits the ball to get away, it is a passed ball. If the pitcher was off the plate and threw the ball to the catcher to retire the runner, the pitcher would receive an assist; but if the throw was muffed the catcher would be given an error.

Not a balk.

With a runner on second base the pitcher is in his position, but has made no motion of any kind to pitch to the batter. He turns and makes a motion to throw to second base, but does not complete the throw when he finds there is no one covering the bag. Is it a balk?—James B. Regan, Egan, La.

It is not a balk. The pitcher may feint to throw to second base without completing the throw.

Defining a sacrifice hit.

When a base-runner advances by a grounder which results in the batter being retired, should the batter be credited with sacrifice hit if he swung on the ball? The rule only mentions the bunt hit as being a sacrifice hit.—B. L. Harvey, Pittsburg, Cal.

There are times, though infrequent, when it is perfectly permissible to give the batter a sacrifice hit, even though he swings on the ball, as it is obvious that he is trying deliberately to sacrifice. It is a play which requires the use of good judgment on the part of the scorer.

Catcher drops ball; batter hits it.

There are three balls and two strikes on the batter. The latter swings at the next pitch and misses. The catcher drops the ball, and as it bounds up from the ground, the batter, finishing his swing, hits the ball and bats it fair. What is it? The batter goes to first base.—T. A. Sims, West Toronto, Ont.

A missed strike. After the ball has been in the catcher's glove it has gone through all the stages in which it can be called a pitched ball. It is then to be returned to the pitcher.

Pitcher catches a runner from third.

A runner is on third base. The pitcher is in position, holding the ball in front of him with two strikes against the batter. The runner dashes from home and the pitcher steps back from the plate and throws the ball to the catcher to prevent the runner from scoring. The question that came up is whether this was a balk.—H. B. Purvis, Livingston, Tex.

As the play is described it was not a balk. The pitcher would be foolish to stand still and permit the runner to score. The rules do not intend that runs may be made without being earned.

The pinch hitter.

If a pinch hitter is put in once and is not sent to the field, can he be used again as a pinch hitter?—E. A. Myers, Chester, S. C.

If a pinch hitter is not kept in the game after he goes to bat the first time he cannot play in the game again. No pinch hitter can serve twice in the same capacity. He may bat twice in the same inning, but the second time he is no longer a pinch hitter.

Pitcher muffed infield fly.

Runners are on first and second with one out. Batter raps an infield fly which is so decided by the umpire. Pitcher touches the ball with one hand but muffs it. Runners on first and second advance and umpire refuses to send them back. What is the decision?—G. L. Alexander, Bowling Green, Ind.

The runners may hold the extra bases they have gained. They took a chance in leaving the bases to which they had been entitled, and as the ball was not caught they won out on their risk. The batsman is out whether the ball is caught or muffed.

When the runner is passed by another.

With a slow runner on second base, the batter makes a long hit and in circling the bases he passes the preceding runner. The runner who passes the preceding runner is out, but what becomes of the runner who has been passed?—A. A. Stahl, Kohler, Wis.

The runner who is passed is entitled to make the next base or any succeeding base without reference to the runner who has passed him. The rights of the runner who is passed are not invalidated.

Runners left the field.

In the last half of the tenth inning with one hand out and the bases filled, the score is tied at one run each. The batter is given a base on balls and the runner from third is forced home with the winning run. The batter went to first, but the runners on first and second did not touch the next bases and the team in the field insisted they were out. What was the proper ruling?—Joe Herold, Elmira, N. Y.

On first reading this might seem to be an instance similar to the play of 1908 between New York and Chicago. However, Rule 54, Section 2, says: "The base-runner shall be entitled without liability to be put out to advance a base if the umpire awards to a succeeding batsman a base on balls." It is true that the runner must advance, but the rule also says that he is entitled to the base without liability to be put out and therefore there is no force play. Common sense dictates that the run scores.

One umpire overrules another.

Runners are on second and third with two out. Batter hits to the second baseman, who fumbles the ball but recovers it and throws to first base. Field umpire calls the batter out, but the umpire-in-chief rules the batter safe and permits both runs to score. Do the runs count?—B. N. Brown, Dennison, Ohio.

The umpire-in-chief has no authority to reverse the decision of the field umpire in regard to a play at first base. The runs were not legally made.

Third baseman caught napping.

Pitcher on the rubber with runners on first and third bases. The pitcher steps forward quickly and makes a motion to throw to third base, but the third baseman is not looking and the pitcher is compelled to hold the ball. A balk was claimed. Was one made?—J. C. Clifford, Jr., Dunn, N. C.

No balk was made because the pitcher is permitted to feint to throw to third base. In this case of course he meant to complete the throw, but he is not at fault because the third baseman was napping.

Not an overthrow.

A special ground rule was in force permitting one base on an overthrow at home plate. The catcher permits the third strike to get away from him and the batter goes to second base. Was the missed third strike an overthrow or was the runner entitled to two bases?—Frank P. Kolb, Sayreville, N. J.

The missed third strike was a battery error on which the batsman could make as many bases as possible if the backstop was at a legal distance.

A case of interference.

A fielder is standing on the baseline with the ball in hand ready to touch a runner. As the latter meets the fielder he pushes his arm and hand to one side and gets by without being put out. The runner does not leave the baseline nor does he knock the ball from the fielder's hand, what is the right decision?—George Seanor, Daggett, Mich.

The runner is out for interfering with the fielder.

When the ball is lost in the sun.

Is a hit credited or an error charged when the ball is lost in the sun by a fielder? It may be that the fielder "ducks" the ball, muffs it or fails to see it.—G. St. Dudley, Framingham, Mass.

It is the unwritten law of Base Ball to give the fielder the benefit of the doubt when the ball is "lost in the sun."

Not a legal run.

Runner on second base started for third as the batter made a foul. He turned back and was half way to the base when the umpire gave the pitcher a new ball. Instead of continuing to second and touching the base he immediately started for third. The pitcher threw the ball wild to third and the batter scored. The umpire said the run counted.—F. E. Dyson, Sunny Hill, La.

The run could not be legal until the player had touched second base. He should have been sent back there by the umpire.

Can't balk with no base-runner.

With two strikes and three balls against a Kingston batter, the Oneonta pitcher made a wind-up but did not deliver the ball. He wound up again—a short wind-up—and did deliver it. Oneonta claimed the pitcher made a balk and the umpire sent the batter to first base.—T. McAuliffe, Kingston, N. Y.

The umpire was wrong. The batter never goes to first base on a balk and there cannot be a balk when there is no runner on the bases.

Running after a foul.

A runner is on second base. A player is at bat. The batter lifts a low foul fly which the catcher gets a few feet back of the plate. The man on second, after touching the base, runs to third while the catcher holds the ball in his hands. The fielding side protests, but the umpire allows the play. Was he right?—C. A. Hyland, Yokena, Miss.

The runner complied with the rules and the catcher seems to have been caught off his guard. There is no reason why the runner should not advance as on any fly that is caught.

A drawn game.

At the close of the sixth inning the score was 2 to 1 in favor of the All Stars. They failed to score in the first half of the seventh and the opposing team scored a run in the last half of the seventh with one out, when the game was called on account of rain. What was the score? This has been submitted to many different sources and there is no agreement.—W. H. McNanna, Providence, R. I.

The game was drawn. Runs scored in the second half of an inning are credited whether the inning is finished or not. The game does not revert to the end of the sixth inning.

Ball batted into trees.

In the last half of the ninth inning the team at bat has six runs to seven for the opponents. With two out and two on bases the batter hits a long fly into the trees which form a barrier at the extreme outfield of the ground. Does this hit count as a home run and also as a score? No effort was made to field the ball back to the game.—T. B. Gentry, Idana, Kans.

This is a home run exactly as if there were a fence, especially as no effort was made to field the ball back. The rules specify "fence" because in professional Base Ball fields are bounded by fences.

No hit for this attempt.

A runner is on first base. The batter hits a Texas Leaguer over second. The runner, thinking the ball will be caught, clings to first base. The ball drops safely and the center fielder gets it in time to throw the runner out. Should the batter not be credited with a base-hit, as it was no fault of his that the runner did not start for second?—E. G. Thurman, Denison, Tex.

The batter does not receive a hit. It is impossible to give a hit where the runner is forced out.

Runner out—no ground rule.

In the first half of the ninth inning the first man up batted a grounder to the third baseman. He threw the ball two feet over the first baseman's head. The ball hit the dressing room about 25 feet from first base and bounded back to the first baseman. The batter overran first base and tried for second. Then he turned back to first. The umpire called him out. There was no ground rule. Had he the right to go to second base because the ball was overthrown?—H. Ney, Dubuque, Iowa.

As there was no ground rule and if the umpire was satisfied that the runner turned as if to go to second base, the decision of "out" was right, the rule saying that a runner is out as at any other base on a play of that description. Of course it was lucky for the first baseman, but it was a hazard of the game to have the ball bound as it did.

Returning to base after a foul.

With a runner on second base the batter hits a foul. The runner advancing to within a few feet of third base turns leisurely and starts back to second. He takes his time and the pitcher calls for the ball, takes his position on the plate and then throws to second base. The runner is tagged out before he gets back to second base. The umpire decides it to be an out on the ground that the ball had been returned to the pitcher on the plate and the batter had not left the batter's box.—A. Sailer, Cincinnati, Ohio.

The decision was not correct. The rule states explicitly that the runner may return to his base without liability to be put out after a foul hit. The only way to retire a runner in such case would be on the ruling of the umpire that the runner was unnecessarily delaying the game.

Batter never reaches first base, run cannot count.

Two are out with a runner on third. Two strikes and one ball are on the batter. As the pitcher winds up, the runner on third starts for home. The catcher drops the pitch and is compelled to pick up the ball and throw it to first. The umpire rules that the run scored. Was that right?—L. R. Nixon, Sunbury, Conn.

The run did not count because the batter was out before arriving at first base. Rule 59 governs this play.

Runner may steal on fourth ball.

With a runner on second, the batter having three balls against him, the runner starts to steal third on the next pitch and gets safely to the base. It is also the fourth ball. Can the runner be put out or must he go back to second base as is claimed in this town? If he makes the base safely, does he get a stolen base?—Oscar H. Ziegabbin, Memphis, Neb.

If the runner starts to steal third as the fourth ball is about to be pitched and makes the base safely it is a successful steal. The ball is in play and a stolen base is credited. There never has been a rule which compels a runner to go back to a base because the umpire rules that the fourth ball has been pitched.

When batsman becomes a base-runner.

A claims that a batsman does not become a base-runner until he reaches first base safely. If a fly is caught or the batter is thrown out on a ground hit, A says that the batter never was a base-runner. He must first get to first base and try to proceed from there before he is a base-runner. Is A right?—Wm. O'Connell, North Dighton, Mass.

The batsman becomes a base-runner the moment that he is compelled to leave home plate for first base whether the ball is caught or fielded or not. He is a base-runner between home plate and first base just as much as between first base and second base.

Touching clothing with pitched ball.

Is it illegal for a pitcher to touch any part of his clothing with the ball in the final swing of his arm in delivery?—H. J. Loeffler, Joliet, Ill.

There is nothing illegal in touching the clothing with the ball. It is a handicap to the pitcher, if anything.

Where the runner must be touched.

With a runner on first base a ball is batted to the infield as a fly. The infielder drops it. He picks the ball up in time to throw the batter out. The runner who was on first goes to second, but no effort is made to touch him. The ball is held on the base. The umpire declared him safe. Was he right?—Gregg Ray, Hilltop, Ariz.

The umpire was right. When the batter was thrown out at first base the runner, who had been on first, was not compelled to go to second. He did so at his own risk, which may have appeared foolish, but the baseman overlooked the fact that the runner must be touched out, as he could have gone back to first base.

Illegal delivery.

What is the penalty when the pitcher makes a balk with no one on bases? For instance, the pitcher puts one foot on plate, one back of it, and starts to deliver the ball from this position, stepping up as he does so. The ball goes over the plate between the knees and the shoulders and the batter does not strike at it.—Ora C. Garrettson, Roanoke, Ind.

This is an illegal delivery which must be punished by being called a ball. The play comes under the balk rule (34) and authority will be found to rule it a ball in section 14.

Base on an overthrow.

The ground rule is one base over first, second and third. The catcher throws poorly to get the man at first. The ball rolls some distance away from the first baseman and the player on second scores. Should the runner on second be permitted to score or should he be held to third base?—William Capistrand, Burlington, Vt.

The runner on second base presumably was flat-footed when the throw was made. He was not trying for a base. That being the case an overthrow to first would entitle the runner to one base only.

Not an infield fly.

Runner was on first base with no one out. Batter hit an infield fly to the pitcher. Batter turned and walked to the players' bench. The baserunner held first. The captain of the fielding side told the pitcher to throw the ball to the first baseman and the latter touched the runner who was standing on first base and the umpire called both men out. The decision was protested.—W. O. Tappe, Bremerton, Wash.

Only the batter was out. The runner had a perfect right to remain on first base. It was not an infield fly with no one out.

Entitled to a home run.

The batter hit a home run over the fence. While running around the bases he failed to touch second, but he noted it and went back and touched the base. The ball was thrown in to the plate from the outfield, and as the runner came toward the catcher the latter touched him and the umpire called him out. Was that decision right?—Kenneth Merdlein, Los Angeles, Cal.

The rules say that if the ball is batted over the fence the batter is entitled to a home run. If he skipped a base and realized that he had done so he had a perfect right to go back and touch it, as obviously there would have been no home run if he failed to touch all of the bases. He did not interfere with any play in any way.

Why Spalding Bats?

THE BEST MATERIAL.

Close fibred, heavy second slow growth white ash, cut from uplands in a mild climate, has been proven by fifty years of investigation and practical use to be not only the strongest, most resilient and of greatest driving power under the official rules of Base Ball, but it is the only material that fully answers the purpose. Ash grown in hot climates or in low swampy lands is porous, light in weight, non-resilient, brittle, little strength; consequently is lacking in driving power.

TREATMENT OF RAW MATERIAL.

After the ash trees suitable for making bats have been cut and the logs sawed into suitable squares, it is necessary to have the wood properly seasoned. To obtain the greatest strength, resiliency and least weight, the seasoning process must be in the open air and by nature's own slow process. This requires from one to two years' time.

INSPECTION AND SELECTION.

Only a certain percentage of the wood in a tree is perfect for use in bats. Before the squares are sawed, crooked, knotty or imperfect logs are eliminated. After the apparently perfect logs are sawed into squares, these squares are thoroughly inspected by experts to make sure there are no cross grain, knots, bark, worm holes or other imperfections. A second inspection is made by another expert while the timber is being carefully arranged for the air drying process. At the end of eighteen months to two years, if the seasoning process has been carefully supervised, the material is then ready for the manufacturing, where it is again inspected as it is put into the works. Five inspections, each more rigid, are given the bats during the various processes of manufacturing, so that when the high quality bat is ready for its packing case, it is perfection itself.

MANUFACTURING PROCESS.

It may not occur to the uninitiated that the perfect Base Ball bat in quality, finish and balance, requires as much service of the efficient and expert workmen as do other apparently more intricate products, but the playing qualities of balance, effective striking surface and comfortable grip and greatest strength are only obtainable by the scientific exactness of the most expert mechanics, who have attained their skill by many long years of endeavor in their profession. The finish is also an important factor in the life of a Base Ball bat. Skill, experience, laboratory experiments, and a thorough knowledge of the use and purposes of a bat are the essentials for producing a satisfactory finish.

SPALDING BATS.

The Base Ball bats bearing the Spalding trade mark in the highest qualities represent the most perfect playing bats that it is possible to produce. Only the finest and best of raw materials are purchased; selections by a rigid inspection are made without regard to expense; the care of the raw materials while seasoning is given without regard to the amount of delay in turning the capital invested; the plant for manufacturing the bats is the best equipped and operated by the most skillful mechanics and the most efficient management that only time, experience and a thorough knowledge of the requirements of Base Ball batters can produce. Distribution of weight, balance, finish and quality of materials used, are combined to secure the very best results known.

SELECTION OF THE BAT.

Some purchasers of bats labor under the erroneous impression that they need light bats. That this is a mistake is shown by the fact that the greatest batters of all time through fifty years of Base Ball playing, used heavy bats. Another mistake often made by the player is the idea that to swing a bat it must be grasped at the extreme end of the handle. A study of the position of some of the most famous batters in Base Ball indicates that a light player can use a comparatively heavy bat and get the best results because of the additional driving power in the heavy bat by grasping the handle from five to ten inches from the end. This produces a surprisingly easy balance in quite a heavy bat even for young, light players. Remember always, very light weight is only obtained at the expense of resiliency, strength and driving power.

CARE OF A BAT.

The season is over. Part of the time, and perhaps all of the time, you had a good bat. Now, where is it? In the woodshed, or the attic closet? Of course you may find just as good a bat next year, perhaps a better; but will you? If Base Ball bats serve well, stick by them. The older ballplayers know that. The experienced ballplayers carefully put away their good sticks when the outdoor season has been finished, and many of them at the end of the season go to A. G. Spalding & Bros. and select a half dozen to a dozen upon which they zealously work during the winter months. They rub, polish, oil, polish again, and dry out those bats until every one of them has a ring in it when the bat meets the ball that sounds like a side of leather flapping against a wall.

A high quality Base Ball bat should receive as much care and consideration at the hands of its owner as his watch or any other possession which he values. When not in actual use, a bat should be kept in a cool, dry place, hung up by a cord or laid flat on a shelf, but not allowed to stand leaning against something where other articles may rest against it. It should not be kept in an excessively steam or dry heated place, nor where it is damp. It should not be left out in the rain. During the winter months, it is a good plan to rub the bat down with oil. This can best be done by using a teaspoonful of raw linseed oil rubbed over the surface of the bat by the palm of the hand; continuously rubbing until the oil has been absorbed by the wood and polished by the heat of friction with the palm of the hand. This process can be repeated advantageously every thirty days for several months. The bat will get harder, more resilient and take on a steely temper that means so much to the skillful player.

SPALDING "PLAYERS' AUTOGRAPH" BATS.

Players who succeed in finding a bat that suits their style of batting, order from season to season by model name. Although in some cases stars who originally gave the name to a style of bat have passed out of the game, the model is not abandoned. Hundreds of players who have found that particular style best suited to their needs still call for it by name. As an instance of the widely different styles of batters and the variety of specifications from which a batter may select a model suitable to his capabilities, the following list is of interest.

Thos. H. Griffiths

AUTOGRAPH MODEL. Medium batting surface; perfectly balanced, beautiful model adapted to a great many styles of batting. A perfect all around bat. No more desirable

model has ever been produced. Weights from 38 to 45 ounces. Length 34½ inches.

Thomas H. Griffith is a hale, hearty, short-arm swinging batter, who mixes that style with occasional long swings at the ball. When he meets the ball with one of those long swings he sends it flying.

George W. Sisler

AUTOGRAPH MODEL. Medium grip, generous batting surface, and so designed as to get the greatest driving power out of a reasonably heavy bat. Weights from 40 to 47 ounces. Length 34 inches.

George Sisler was the leading batter in the American League in 1920. His position is one of the best adopted by professional players. He steps into the ball and uses a parallel swing. This method gives him command of the ball at all times. He is "on top of the ball," as professional players put it, and not dominated by curves or speed. He is not a one-field batter, although the power of his swing frequently carries the ball on its longest flight to right field. His bat is balanced to be a part of him.

Samuel E. Crawford

AUTOGRAPH MODEL. Comparatively small handle. Well balanced. Weights from 40 to 47 ounces. Length, 35 inches. Batting surface adapted to long distance hitting.

After Crawford had made a batting record in the major leagues of which any ball player might be proud, he went out to California, and with a Crawford model drove fear into the hearts of the Coast League pitchers.

F. Frisch

AUTOGRAPH MODEL. One of the best all around models ever produced. Medium small handle, well distributed striking surface. Equally suitable for full swing or choke style of batting. Weights from 40 to 47 ounces. Length 34 inches.

Frank Frisch cuts at the ball with a rapid motion that puts speed into the hits which he makes to right field. He can hit through second base territory with as fast a clip as any batter. Frisch is a fairly good bunter and improving in that respect. His ability to start quick and reach high speed makes it no easy matter to get him out unless a bunt hit is handled accurately by the fielder. He is not a pronounced place hitter and makes most of his long hits toward right center.

Dave J. Bancroft

AUTOGRAPH MODEL. Short thick batting surface with a long, tapering handle. Thirty-five inches long. Weights 39 to 46 ounces. Splendid bat for all players because of its slender grip.

Bancroft chops frequently and also hits straight out. Just the right type of bat for both purposes, and is made of northern white ash, second growth, with a professional oil finish. Perfect duplicate of Bancroft's bat.

Cy Williams

AUTOGRAPH MODEL. Good striking surface and well balanced for a batter with long arms. Weights from 36 to 42 ounces. Length 34 inches.

"Cy" Williams is a dangerous loop hitter who is likely to drive the ball far and high. He takes a full arm swing when the ball comes up to the plate to suit him and then, if there are any short fences on the right field side of the ball park, the ball is likely to be lost somewhere on the street side of the fence. He has cleared every short fence in the National League.

Frank Snyder

AUTOGRAPH MODEL. Has a good, full batting surface with a medium grip and is a splendidly balanced bat, one of the kind that grows with use. Thirty-four inches long. Weights 40 to 47 ounces.

Northern second growth white ash, professional oil finish and the same kind of a bat as that with which Snyder broke up the last world series for the Giants.

Chas. F. Hollocher. AUTOGRAPH MODEL. Medium handle, good batting surface, and a very excellent all around bat for players of medium or light weight. Weights from 37 to 43 ounces. Length 32½ inches.

It is never certain to predict where Hollocher will hit the ball. Although a left-hand batter, he is as likely to slip one through short or between short and third as he is to hit to right field. His grip on the bat is overlapping and he handles it with ease and assurance. His swing is so well timed that he is almost a place hitter by his unerring accuracy in meeting the ball and pulling it or pushing it as it varies in speed.

R. T. Peckinpough. AUTOGRAPH MODEL. Beautifully tapered, medium size grip. One of the most useful all around bats in the line. Weights from 38 to 45 ounces. Length 34½ inches.

R. T. Peckinpough, whose steady improvement as a batter shows what practice and thought can do for a ball player, meets the ball with an effective forearm snap that pushes it through the infield at a speed too fast for the fielders. "Peck" likes a bat that responds at once to every shift which he makes with it after it is in his grip. With a good eye, he waits for the ball to get to the angle which suits him best.

George L. Kelly. AUTOGRAPH MODEL. Gracefully tapered bat with reasonably large batting surface. Grip comparatively thin and the leverage is tremendous with a full swing. Well adapted to the "choke." Thirty-four inches long. Weights 42 to 48 ounces. Second growth northern white ash, professional oil finish.

Held at extreme end, it carried Kelly through the National League with the best home run record that he ever made, and one of the best that ever was made in the National League.

Davis Robertson. AUTOGRAPH MODEL. Longest bat in regular line. Fairly thin handle, evenly tapered. Weights from 40 to 47 ounces. Length 35 inches.

Had Davis Robertson been possessed of the initiative with which "Ty" Cobb is possessed, he might have been another Cobb and thus there would have been two players from the South famous as leaders in major leagues. Robertson has made some of the longest hits on record in the parks of the National League. Anything which is pitched to him around the waist is likely to be sent back through the field "a mile a minute." When he catches a low ball right it is lifted on a visit to the lot which happens to be next to the Base Ball park.

Ross Youngs. AUTOGRAPH MODEL. Medium thick handle, large batting surface, giving immense driving power in the hands of players capable of swinging a heavy bat. Weights from 40 to 46 ounces. Length 35 inches.

Ross Youngs is a good exemplar, in some respects the best, of the modern type of straight-from-the-shoulder-hitting left-handers. His parallel swing meets the ball on the center and his drive is unusually forceful because of the strength with which nature filled his shoulders. Youngs has one method of batting the ball in which he is not excelled by any player in the major leagues. It is what may be best called a running bunt. He pushes the ball instead of tapping it and is on his way to first at the contact of the ball and bat.

Jack Fournier

AUTOGRAPH MODEL. Batting surface is short and bat thick at that point. Handle is long, slender and gradually tapered. Bat of a variety of grips. Used for a full swing can drive a ball like a hammer drives a nail. Thirty-five inches long. Weights 40 to 47 ounces.

Fournier hits with a bat of this pattern all the time. Made of northern second growth white ash with professional oil finish. Might be called a bat for any emergency.

Willie J. Huggins

AUTOGRAPH MODEL. Short bat, small handle, but body quite thick. Weights from 38 to 45 ounces. Length 32 inches.

Miller J. Huggins was a marvel of waiters and the master of the choke grip on the bat. There wasn't so much of him in physique, but the only effect that seemed to have was on the temper of the opposing pitchers. Perhaps they reasoned because of his slenderness he was one who should be easily retired when he came to the plate, but he made more pitchers retire than ever pitchers retired him. He had plenty of body in the bat he used, for when he hit the ball he gave it a blow which he intended to "carry through," and "carry through" it usually did.

Harry H. Davis

AUTOGRAPH MODEL. Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 43 ounces. Length 34½ inches.

Harry H. Davis can have no better description than that of a batter with a "sterling style." He hits right handed and it is probable that no Base Ball manager would hesitate for a moment to recommend his position to any young ball player who was seeking the best way in which to bat the ball. He, too, is a shoulder hitter, and adhered to a style which he steadily improved, and in the end was looked upon as one of the best of the American League batters.

Frank R. M. Schulte

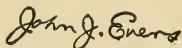
AUTOGRAPH MODEL. Very small handle, and balanced so that with a full swing terrific driving power results. Weights from 37 to 45 ounces. Length 35 inches.

When "Old Wildfire" Schulte walked to the plate for the Cubs with runners on bases the Chicago "fans" sat back and began to gloat before the pitcher threw the first ball. Such was the confidence they had in Schulte. Any time that any pitcher struck Schulte out—it did happen now and then—each Chicago "fan" took it as a personal affront and said words about the pitcher. Schulte liked to get his fingers around a bat in a grip that was convincing enough to crush the wood, and he had a dynamic swing that sent the ball over the heads of the outfielders with a motion that almost seemed like a tap.

Norman Elberfeld

AUTOGRAPH MODEL. The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 41 ounces. Length 31 inches.

No batter carried the choke to the extreme that it was carried by Norman Elberfeld, and in spite of the fact that he used a bat which was short, small and light, he was dreaded by every pitcher. He could not be pushed back from the plate, and with a grip on his bat that was powerful and almost crushing, he fairly compelled the pitcher to keep the ball on the plate unless the latter were willing to walk the batter.



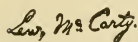
AUTOGRAPH MODEL. Sufficient wood to give splendid driving power. Weights from 40 to 46 ounces. Length 34 inches.

John J. Evers, although of slight physique, handled a heavier bat than some ball players who were several sizes larger than the Trojan. A bat to Evers was just something with which to tantalize the pitcher. The moment he took his bat in hand he swung in a manner that was intended to convey a personal challenge to the pitcher. Evers' forte in batting was to slip the ball through some spot in the infield which bore a "To Let" sign.



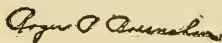
AUTOGRAPH MODEL. Well distributed striking surface. Weights from 40 to 46 ounces. Length 34 inches.

Vic Saier swings hard for long drives and chops a great deal the remainder of the time. He is what might be termed a rather steady right field hitter, with plenty of power behind the ball and plenty of speed on the part of the ball after the bat has connected with it in good earnest. His line drives are wicked, and a fairly met low ball that he has been able to lift with all of his shoulder force will put a right fielder against the fence.



AUTOGRAPH MODEL. Medium size handle, generous batting surface, slightly bottle shape grip. A powerful bat, and especially desirable for the choke style of batting. Weights from 41 to 48 ounces. Length 35 inches.

Lew McCarty stands far back in the box, and steps into the ball with a wicked rush and a hard swing that earns him many long distance hits. He meets the ball on the full of the swell of his bat. While at times he hits savagely to right field, he can pull a ball into left field with sufficient force almost to knock a fielder over.



AUTOGRAPH MODEL. Short bat, large handle, well rounded end. Weights from 40 to 46 ounces. Length 32½ inches.

Roger P. Bresnahan, right-hander and with a beautiful swing, was nearer like the type of batsman of the "Buck" Ewing school than any batter of recent years in Base Ball. A bat in the hands of Bresnahan was a slave. Bresnahan was the master, and knew just what that slave did. His body and arms were always timed together. He never, as some batters have done, and do, swung his arms with a rigid body, nor did he try to meet the ball with freedom of body and rigid arms.

Even in the junior line there is a Spalding "Players' Autograph" bat made. It is made especially for the youngsters who still find the larger bats a trifle too unwieldy. John B. Sheridan, the originator of the boys' diamond, is enthusiastic over this boys' bat, and in a letter to A. G. Spalding & Bros. writes: "I have tested the bats of the Spalding line and would recommend 'Players' Autograph Junior' bats as being the proper models from which a boy should make a selection."

The variety in every line of equipment that comprises the Spalding list of articles for the national game seems limitless. Every player—in fact every "fan"—should send for a copy of the Spalding Base Ball Catalogue, which contains pictures and prices of everything that is official and up to date in the national game. A letter addressed to any Spalding store, a list of which will be found on the inside front cover of the GUIDE, will bring one by return mail.



A.G. Spalding & Bros.

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When you want "the best" in any athletic sport you instinctively think of "Spalding." That is why the leading organizations of the country invariably adopt Spalding equipment.

Spalding "Official National League" Ball

Official ball of the world series. Standard for nearly half a century.

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All of the big college contests are played with the Spalding Official Intercollegiate No. J5 Foot Ball.

Spalding Official No. M Basket Ball

Used in all of the principal intercollegiate and other championships.

Spalding Official "Olympic" Soccer Ball

Used by leading soccer leagues in both England and America.

Spalding Official Tennis Ball

Used in the National Clay Court championships and other prominent tennis tournaments.

The American Olympic Team of 1920 was outfitted completely by A. G. Spalding & Bros., as have been all previous American Olympic Teams. When championships are won or records made, Spalding athletic equipment is always in evidence.

If it's Official, it's Spalding

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